PS2 | NINTENDO 64 | XBOX | GAME BOY ADVANCE | PC CD ROM

20TH BIRTHDAY ISSUE!

computer and video games

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'WHERE'S MARIO?'

CVG readers play GameCube and tell us what they think

THE 100 BEST GAMES... EVER

As voted for by CVG readers

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How gaming went from geek to chic

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PlayStation®

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CVG: Born To Play

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What were you doing 20 years ago? Cutting your gaming teeth on Space Invaders on the Atari VCS? Or were you yet to sample the digital delights of a videogame on account of you not actually having been born by then?

Whatever, one thing's for sure now: you love games - that's why you buy CVG. And that's why we're the longest-running games mag in the world. Yep, you loyal lot have stuck by us during the good times (Super Nintendo battling it out with the Mega Drive), and the bad (the 3DO, 32X, Atari Jaguar, and other console catastrophes).

Things sure have changed over the past 20 years. CVG has gone through countless facelifts, we've featured more than 10,000 games and our team of dedicated gamers have sported some of the worst haircuts ever. But some things have stayed the same for all that time: CVG's honest reviews, the hottest info on the biggest games and videogame knowledge that spans two decades. No other mag can guarantee you this level of dedication to videogames, so if you want to know what's going to be making your thumbs bleed for the next 20 years, you know where to come.

See you in 2021...

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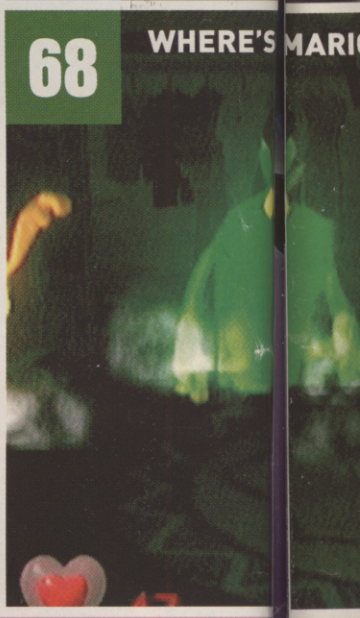
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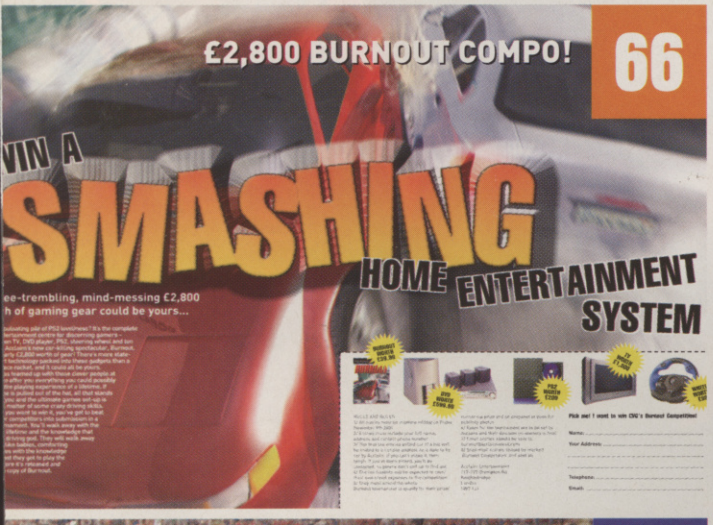
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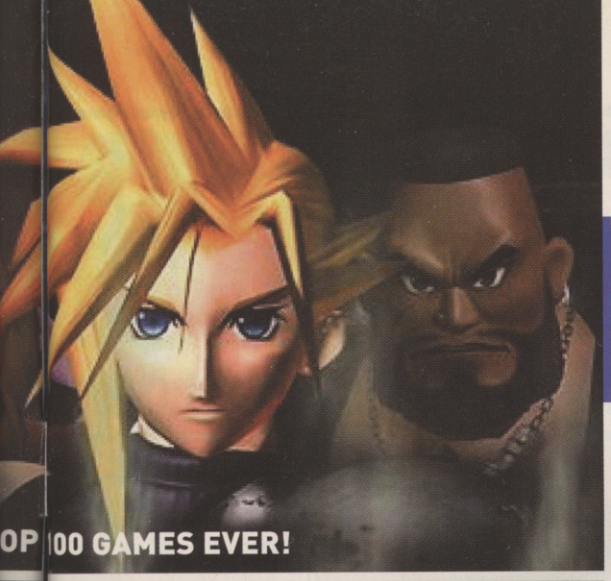
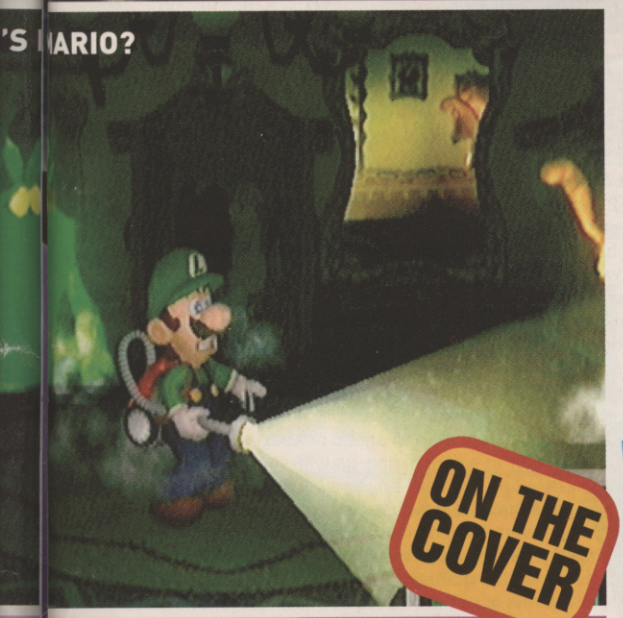
MY BOOTY
BREAK IT





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PLANET CVG

THE HOTTEST GAMES & GOSSIP FROM AROUND THE GLOBE

PS2 Drops In Price

SONY'S MACHINE SLASHED TO £199

At first it was a whisper, then it was granted 'rumour' status, and then the official announcement arrived – PS2 is coming down in price to £199. Indeed, by the time you read this, it will have been tagged at less than £200 for almost a month.

This represents a huge slash in price for the machine. At the time of writing, a machine by itself would have cost £269.99, or £299.98 for the GT3 bundle.

In a press statement, Sony said: "Significant advances in manufacturing have produced increased efficiencies, and a brand new production plant has become operational in Japan, creating further economies of scale. These factors combined mean substantial savings can be passed straight to PS2 users."

The move could also secure Sony a massive grip on the console market ahead of Xbox and GameCube. Factor in a games line-up with more pull than a black hole and you have an irresistible home entertainment package. The fact that punters can now get the hardware (which, unlike GameCube and Xbox, also plays DVDs out of the box) for less than £200 should see Sony storming ahead in the console war. Especially as it also plans to roll out PSone Christmas bundle offers.

THE PACKAGE...

For £199 you get the standard PS2 package, which is the machine, one pad and all the cables you need to get it up and running. Extra pads will continue to cost around £20 for an official one, while memory cards will still kick your wallet to the tune of about £28. New game releases will stay around the £40 mark for the time being.

Even though, on the face of it, getting a console, an extra pad, a memory card and a game is still going to set you back more than £280, don't despair just yet. Most shops will also have bundle deals that should offer pretty good savings.

MEANWHILE...

The US release dates for both Xbox and GameCube are approaching fast – and are thrillingly close together.

Nintendo has set the date of November 18 for the launch of its machine, but Microsoft has had to postpone its November 8 date to November 15 thanks to minor production problems. The slippage means America gets Xbox and GameCube within three days of each other! Who'd be an assistant at Electronics Boutique there, eh?

In the meantime, you'll have to wait until March for the UK launch of GameCube, while a date has yet to be set for the Xbox. Dammit!

THQ SIGNS BROCOLLI SPEARS

Get The Britneys In

In life you're likely to need a number of licences: driving, marriage, fishing, dog and TV spring to mind. But no matter how licence-hungry you get, you will never be as keen on licences as games companies are. Boy, do they like a licence.

And the latest to snag itself a big, juicy licence is THQ, which has signed none other than pop princess Britney Spears for the next four years. It may be a Britney Spears licence in name, but in reality it's a licence to print money, since the lads at THQ can spread the bubbly boy-magnet across PS2, PC and GBA for almost half a decade. That could be anything like a dozen Britney games incoming. Providing, of course, that she doesn't fall out of public favour in a manner similar to, say, The Spice Girls, who couldn't snaffle a poo licence these days, let alone a lucrative number from a big games company. That, people, is the way of the pop (and game) world.

Her games will score highly...

...in the vain hope she will kiss us

And if you're wondering why we have no details about the games themselves, that's because there are none. What we do have is this gushing quote from THQ's Jeff Lapin, who says, "Since the release of her Baby One More Time album, Britney Spears has become a pop culture icon whose talent and style are coveted across the globe."

Really? Nothing gets past him, does it?

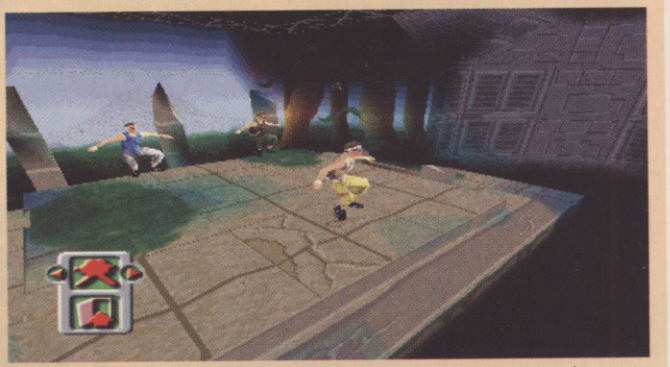
Pick Me!

MAKE YOUR OWN POP GROUP

We've had city sims, football management sims, theme park sims. We've even had plain old The Sims. Now we've got a pop group sim.

Popstar Maker is a 'pop group management-sim meets Music 2000' kind of affair and it sounds a right laugh. Imagine ITV's Nasty Nigel-starring Popstars, where you get to pick the band, design their image *and* record their single yourself. Just as with other sim-style games, you'll have to bide your time and wait to see how your proteges do. Chart success means grooming them for their first live performance and after that, who knows? Bargain bin nothingness or world domination is up to your management skills. All on PSone as well. It just refuses to lie down and die.

You'll get to create your own pop group. Can't be any worse than Hear'Say



Dance routines are vital, so your group have something to do when 'live'

A simple-looking Music 2000-style song maker lets you create the songs

You get to do everything right down to designing the CD cover

LOOKS SO GOOD IT'S UNREAL

Don't Shoot, Check Out The Visuals

If your jaw breaks when hitting the floor, we accept no responsibility. Blame Digital Extremes, the developer behind this stunning-looking Xbox blast-athon, Unreal Championship, due Spring 2002 in the US.

GASP! For a kick-off it looks absolutely fantastic. OK, so we've got used to seeing some pretty impressive-looking visuals bandied around for Xbox games, but even by that standard, this looks a treat.

THWOK! Yes, this is a console, but get this – up to 32 players will be supported online. That's 32 players, kids.

OCTO-BOK! As well as all the usual FPS action, air, land and sea vehicles will all be available to help you spit righteous lead. And you'll do it all over 30 levels and with extra game modes added just for this port.

IT'S UNREAL II – WE'VE GOT THE PICTORIAL PC PROOF

Every now and then a few new pictures of the stunning-looking Unreal II on PC leak out, and here's the latest batch of screens to gaze at, possibly even to touch.

The game's not out on PC until March 2002, but you can't blame us for getting excited when the images are of this quality. Check them, and check them good.

Hot and hi-res! Rock Chicky-bok!

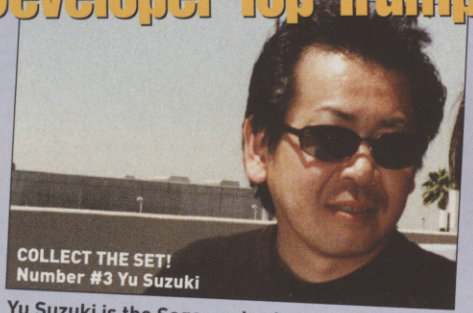
More mad low-grav arenas

We told you it looks awesome

They look to have done a mighty fine job on the lighting effects

Outdoor locations in all weathers should make for excellent deathmatches

Developer Top Trumps



Yu Suzuki is the Sega genius behind some of the company's best-known arcade games such as Virtua Fighter, Virtua Racer and Outrun.

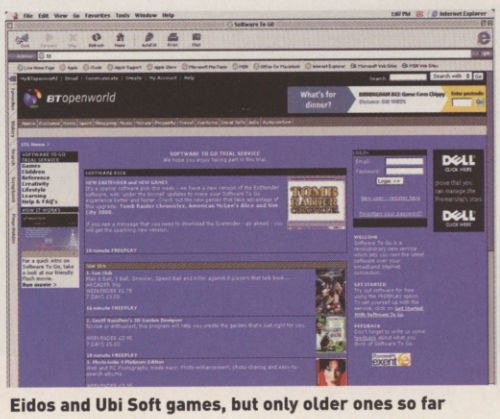
TONGUE-TWISTING NAME Thanks to the motorbikes, not at all difficult	40
WORTH His brand of talent can hardly be measured	80
PAST HITS All of them arcade classics. Every single one	90
STAYING POWER One word: Shenmue	90
GEEK OR GOOD LAD? This is a man who loves racing. Good lad	80
FUTURE POTENTIAL The DC's dead, but this Suzuki rides on	70

Games To Rent

TRY BEFORE YOU BUY – ONLINE

Predictions of how the Net will change gaming have been doing the rounds for years. Now it's taking a step in a new direction – broadband online rental.

Software To Go is a new service being trialled by BTopenworld, allowing users to 'rent' games from the Net for as long as a weekend, no CD required. Of course, you need to have broadband access and a pretty decent PC, but BTopenworld is also currently offering a half-price deal on ADSL installation. Our advice is to go to www.btopenworld.com for info on both Software To Go and the ADSL stuff.



Eidos and Ubi Soft games, but only older ones so far

Rayman rental – coming soon?

Hopefully Commandos 2 too

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NICKELODEON

Pelswick's in. Are you?

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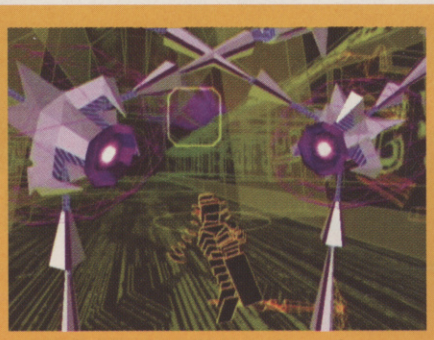
*Excluding 24th and 25th Nov.

Ecco always looked good but never *this* good



Rez: string shots together to make music

DC Headhunter smacked of Metal Gear 1.5

"Sony, Meet Sega. Play Nice"

SEGA'S FIRST PS2 TITLES ON THE WAY

The first fruits of Sega's jaw-dropping partnership with PS2 are ready to roll – and originality is very much back on the menu. So let's have a look at 'em...

Initially planned for a DC only release, Headhunter is an action/adventure game set in a near-futuristic California where you wander around trying to find the crooks who killed your boss. Yeah, yeah, so it's another 'is it a game or is it a film' effort, but Headhunter has quality sticking out of its back pocket like a greasy comb. A script by X-Files writer, Phillip Lawrence, classy music by Richard Jacques and sound design by James Bond designer Dom Gibbs add up to a tasty package.

Ecco The Dolphin is a PS2 version of the old Mega Drive fave. Here's where stuff gets interesting, because traditionally the PlayStation doesn't do dolphins in much the same way as Mariah Carey doesn't do stairs. It prefers cars and fighting. You play as Ecco, a dolphin who lives in a virtual underwater world and can mess with time. Don't expect to tickle torque for hours. Expect a highly imaginative and great-to-look-at game. Check the shots.

Finally, Rez is a funny one. As you can see from the shots, we're talking wireframe graphics. Fly your evolving, pulsating craft through surreal landscapes blasting enemies to create thumping tunes. Hypnotic and certainly original. Was due for release on DC but never made it. We can't wait.

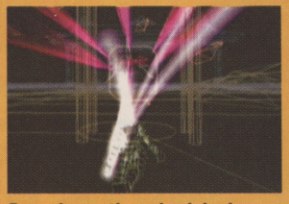
Wireframe trippiness

Jack Snake, er, Wade

Ecco: expect more ambience and more world-saving New Agey antics

Bullets cost less than anaesthetic

Ecco games are always tough



Rez – hypnotic and original

SEGA'S OTHER PS2 TITLES IN THE OFFING

VIRTUA FIGHTER 4: This classic beat 'em up is likely to arrive in early 2002, making PlayStation 2 the place to be for fans of fisticuffs.

SPACE CHANNEL 5: No less than two versions of Sega's blinding dance 'em up are planned. We can't wait.

F-355 CHALLENGE: Only a working title, but the game is likely to involve a Ferrari 355. And a challenge.

IMPORTANT

PRODUCT RECALL & SAFETY NOTICE

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As a precautionary measure and in order to ensure consumer safety, Wild Things is voluntarily recalling the above products that have been sold through HMV stores and other retail outlets.

Our quality control department has identified a potential safety problem with a batch of sample adapters. The affected AC adapter part number is No: HKA-7530EC-230 as marked on the unit.

If you own one of the affected adapters, you should not use it. Please contact the Wild Things Helpline on 029 20689906 immediately for further information and also to arrange a free replacement adapter. If the purchase was made at an HMV store, you may also return to the relevant store.

Wild Things apologises for any inconvenience caused, and would like to thank you for your co-operation.

XMAS DC PRICE CUT

"To You Mate, A Ton"

Though it's currently lying on its deathbed with surgeons muttering, "There's nothing we can do for him," Sega's Dreamcast has some last words.

And they are: "I'm really, really cheap now. Buy me." Yes, by the time you read this, distributors Big Ben should have rolled out their Christmas DC bundle – a console, VMU and three games for just £100. And the games? Virtua Fighter 3tb, Jet Set Radio and Metropolis Street Racer – hardly to be sniffed at.

And despite the fact that by this time next year people will be saying, "Dream, what?", that's still a good deal in anyone's book.

XBOX'S TRANSWORLD SCREENSHOTS

Board Games

If there's one thing Xboxers can be sure of, it's that games on Microsoft's console are going to look the business.

Just get a goggle at these screenshots, all from two upcoming TransWorld games – TransWorld Surf, to be released just after the Xbox launch, and TransWorld Snowboarding, which is expected shortly after that.

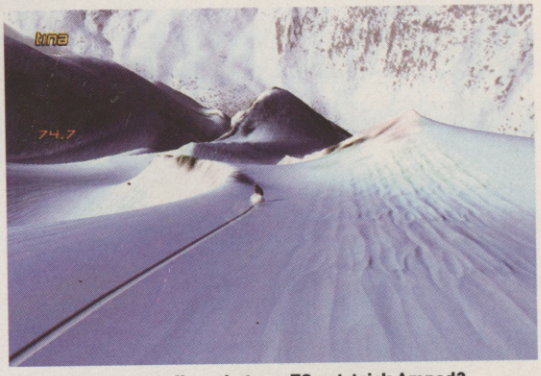
Both games look great. That eagle's-eye shot of the pistes on TransWorld Snowboarding, for example, had us buttoning up our coats and reaching for the thermostat – it looks that real. And if they can walk it like they talk it, then both games also promise meaty gaming goodness in every bite.

TransWorld Surf, for example, sees you taking to the high seas armed with just a pair of trunks and a board. You have to keep your karma meter high by doing tricks and interacting with other sea users. And watch out if your karma falls too low, as you end up being vulnerable to shark attacks and risk being reduced to little more than bone marrow and shredded skin by the teeth of a Great White.

Clearly, TransWorld Snowboarding promises more of the same, though we doubt you get many sharks on snow-covered mountains. We'll keep you updated. In the meantime, feast your greedy eyes on these shots.

A sly slash is out of the question here

Auditions for the new Guiness advert were going well



Powder snow paradise – but can TS out-trick Amped?

It's Gr8 To SK8, Man

PS2 GOES INLINE

Aggressive inline skating has become one of the world's fastest-growing participation sports, demanding high levels of fearless dedication and talent both at street and competition level. Now it's heading to PS2.

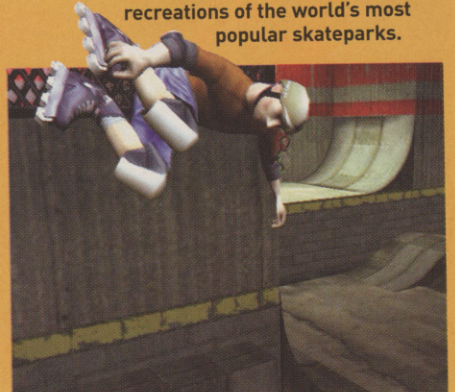
In addition to multiple world champions Cesar Mora and Fabiola daSilva, SK8 features the world's most influential 'street' skater, Jon Julio, plus a support cast of the cream of the world's street and competition skaters. Between them, these skaters manage to capture the full diversity of style, talent and sheer adrenaline-fuelled excitement that exists within the world of aggressive inline skating today.

SK8 is athletic, fast and exciting and allows the player to perform death-defying tricks in stunningly realised game environments, from street scenes and shopping malls to recreations of the world's most popular skateparks.

SELLING POINTS

1. Officially licensed game starring world champs Cesar Mora and Fabiola daSilva.
2. Play as Mora, daSilva, Jon Julio or one of many other pro inline skaters.
3. In-depth character creator and editor so you can create your own skater and a skate park editor to create courses.
4. Huge variety of game courses.
5. Non-linear game progression.
6. Single and multiplayer game modes.
7. Tuition by the skaters to help you learn the best tricks.
8. Video mode allows you to save your best skating tricks.

No extreme sports title would be complete without suitably sick shreds



Jet Set Radio made inline skating games cool, but Xbox swiped the sequel. PS2 gets SK8 instead

Eight wheels good, four wheels bad

What the hell is this?

You won't get any prizes for getting it right, but you'll know that you are indeed the don of games. And maybe that you ought to get out a bit more.

Clue: It's official.

Terrorists Delay Games

Following the terrorist attacks in America and the possibility of military action in their wake, a host of game releases have been delayed and even withdrawn due to their sensitive nature.

One of the first to be taken off the shelves was Microsoft Flight Simulator for the PC, which Virgin pulled from its stores following newspaper reports that terrorists used the software to practise flying skills. Microsoft has since said it will remove the World Trade Center from the skyline in the forthcoming 2002 update.

Many more games have also been postponed. Twisted Metal Black for PS2, due for release this month, has been put back as it included a section where players had to shoot down an airliner, while Activision pulled Spider-Man 2 because skyscrapers in the game resembled the WTC. Similarly, Syphon Filter 3 on PSone has been temporarily shelved thanks to its anti-terrorist content, as has Dropship on PS2 and Tom Clancy's Rogue Spear: Black Thorn on PC. Even puzzle game Building Baku on PS2 has been delayed due to its theme of demolishing buildings, while Command & Conquer: Red Alert 2 will undergo changes to its artwork which originally depicted flames around Manhattan.

Other games affected are City Crisis on PSone, which has been withdrawn completely due to some scenes in the game looking too much like real events. Other games undergoing changes prior to release include Metal Gear Solid 2 (set on a boat in New York) and Smuggler's Run 2 on PS2, much of which is set in Afghanistan.

FALLOUT FROM U.S. BOMBING

Terrorists may have used Microsoft Flight Simulator to practise for the devastating attacks in September

THE GAMES AFFECTED IN FULL

PSONE
City Crisis – WITHDRAWN
Syphon Filter 3 – POSTPONED
Spider-Man 2 – POSTPONED

PS2
Metal Gear Solid – REWORKED
Smuggler's Run 2 – POSTPONED
Twisted Metal Black – POSTPONED
Building Baku – POSTPONED
Dropship – POSTPONED

XBOX
Gotham Racing – REWORKED

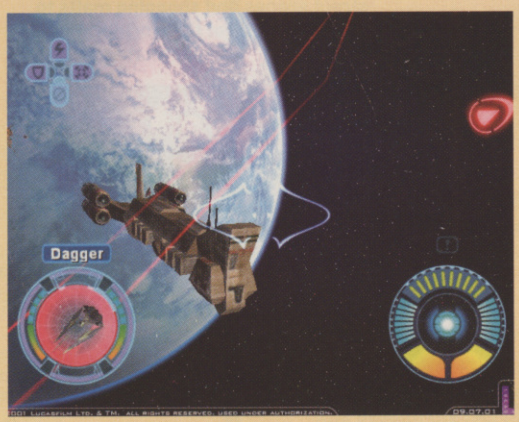
PC
Microsoft Flight Simulator – WITHDRAWN (FROM VIRGIN)
Majestic – SUSPENDED
World War III: Black Gold – POSTPONED
Tom Clancy's Rogue Spear: Black Thorn – SUSPENDED
Command & Conquer: Red Alert 2 – COVER ART CHANGED

Get It Right?

Yup, it's the official GT3 wheel by Logitech. And what a beautiful piece of kit it is too. Remember, it's all in the way you look at it.

Star Wars: Starfighter for the Xbox

SHARE THE WEALTH



Now anyone thinking of buying Xbox will get the chance to save Naboo from the Trade Federation too. Woo!

Xbox is going to need games like this

There's a good Star Wars game. Its name is Star Wars: Starfighter on PS2. And those planning on decorating the corner of their room with an Xbox will therefore be chuffed to hear that the very same game is being ported.

Expect super-hot graphics and similar gameplay to the PS2 version, with you flying one of three craft out of Star Wars: Episode I, protecting Naboo from the dastardly Trade Federation. One thing's certain: it'll be better than Super Bombad Racing.

BOOM!

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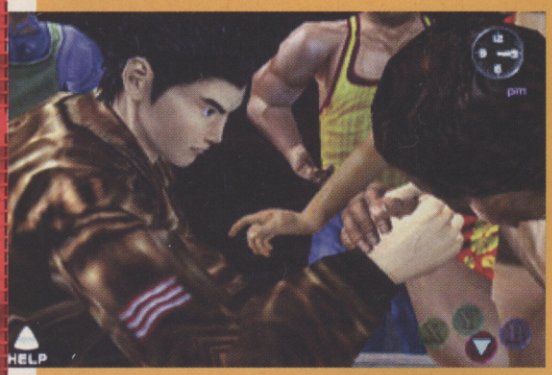
Skittles
TASTE THE RAINBOW™

NEWS SHORTS

SHENMUE WOO!
We're reviewing Shenmue 2 in next month's issue, so whatever you do, don't miss it. It's the only sure-fire way you'll know whether Sega's super-sequel is as good as we're expecting it to be. But here's a little titbit for all you Easter egg hunters out there. Rumour has it that hidden on the Japanese version of the game is a bonus movie which apparently shows a 'Shenmue Saturn Version'. Why? Who knows.



CANNED-VILLE
Sims fans were – *ahem* – 'sim'ply stunned at the shocking news that SimsVille (the much-anticipated Sim City meets The Sims game) has been canned by creators Maxis. The simple reason given by the Maxis boys is that the game did not match their own high standards and was not, in the words of one high-ranker "fun enough". But before you totally freak out and throw your PC out of an upstairs window in disgust, remember this – Sims: Hot Date touches down soon, and it's got all the left-over fun of SimsVille in it, plus a lot more fun besides. So that's a lot of fun to be had, then.

LIFE'S A BEACH
Due to touch down in the summer of 2002, Beach Life for the PC is (intriguingly enough) a holiday sim. Players have to create resorts with hotels, bars, clubs and whatnot, while simultaneously keeping watch for outbreaks of food poisoning and holiday romances gone wrong. Sounds good? Yeah, we thought so, too.

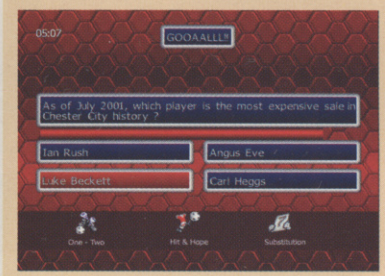
PILLOW TALK
Sherina Wong's Pillow Fight – now there's a damn good title for a game. In fact, if all games had titles as good as that, the world would be a much happier place, we reckon. And it's available on your mobile phone as part of a new package called MobileG.

Coming in a DVD style case, you get a scratch card so you can input a number on your mobile. Don't ask us how they do it, it's magic. Once you've done that, you get five mobile phone games on your mobie for a period of 30 days. They are: Sherina Wong's Pillow Fight, Formula Racer, Dime Bandit, Dollski! and Spy Master. MobileG is compatible with any WAP or GPRS phone on any network. We suggest you go to www.mobileg.net for more info.

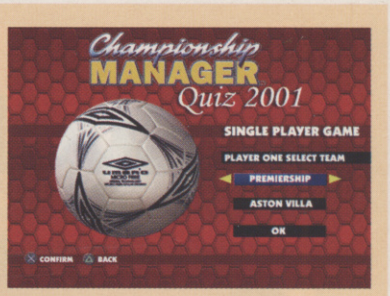
Quiz Biz

CHAMP MAN TRIV

Football dunces look away now. This game is not for you. Oi! Look away!
Championship Manager Quiz is basically that, and as you can tell from



Still, looks aren't everything, eh Ronaldo?

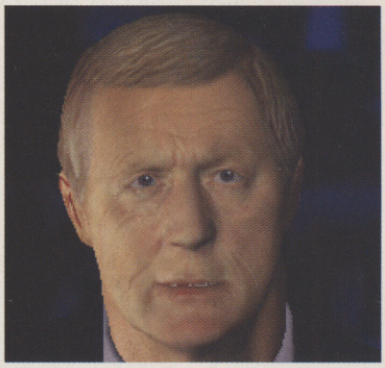


That's a football. Expect awesome visuals

the screens, it's not a great deal more. Due to land on PSone and PC in December, the game is packed with more than 11,000 footie questions across a variety of different game modes. The most interesting-looking are the multiplayer of course, and of these the Pub Quiz mode is surely the most enticing. What else can you say? Breathtaking graphics? Innovative gameplay? It sets a new benchmark for videogames? Erm, not quite...

Meet 'Digi-Chris'

TARRANT'S BACK



Er, who's this? Tarrant's Cornish cousin?

Is this your final set of early shots? Are you sure? Don't want to change your mind or phone a friend?
Yes, this is what the fully digitised version of Chris Tarrant will look like when the PS2 Who Wants To Be A Millionaire 2nd Edition goes street-side this November.

From what we've seen of it so far, this looks like being the most 'TV-like' version of the game, with Tarrant sitting opposite the player's eye view, and even 'authentic' phone-a-friends (who, of course, aren't really your friends at all, but computer mates provided by the machine). If you want the whole family crowded around your PS2 come Christmas time, this is the game to ask Santa very nicely for.

Nice bit of product placement there

Looking for barnacles the hard way

WETSUITS ON FOR JET SKI RIDERS

Comrade Jet Ski

Water. It may be everywhere, but for many years the holy grail of videogames has been to make water that really looks like water.
Well with the mega-beef of the PS2, water effects are looking peachy, as you can see from these Jet Ski Riders shots. The game also has the added advantage of ultra-realistic wave effects, full involvement from jet ski dudes Kawasaki, and it moves some too. We can't wait for its Christmas release. After all, this is a game that allows you to do submarine dives.

CartoonNetwork.co.uk
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FILM CLASSICS GET THE GAME TREATMENT

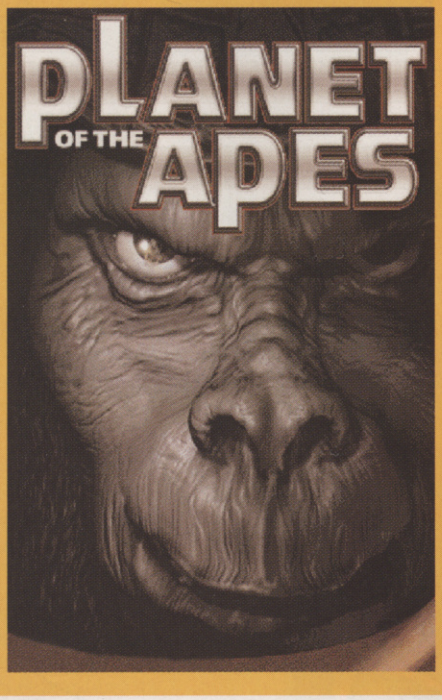
Rocky Horror Shoo-oo!

Nobody can accuse game companies of being quick off the mark. A total of three film/game tie-ins are on the cards – all of them around the 20-year-old mark.

First up is the 1977 Best Picture Oscar winner Rocky, a licence that's been snapped up by publishers Rage, which plans a run of games based on the increasingly cack film series to appear on PS2, Xbox and Game Boy Advance. Expect to see all the film characters, including Mr Stallone's, as well as heaps of different game modes. Look out for an intriguing-sounding Movie mode. Don't hold your breath though, we won't be seeing the first Rocky game till Christmas 2002.

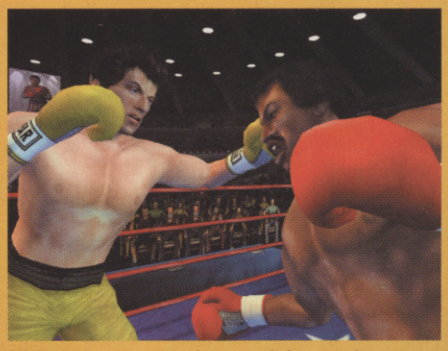
Meanwhile, Planet Of The Apes doesn't sound like such a slow starter, does it? Except when you consider that it's based on the original movie, released back in 1968 and starring Charlton Heston, not the recent Tim Burton let-down. Ubi Soft plan the first Planet Of The Apes game towards the end of this year, while Game Boy Advance and Game Boy Color versions are due to follow. Expect simian action, and more news from us when we get it.

"Get your hands off me, you filthy ape," as birds often tell Dan. Co-incidentally, Heston said it too



Rocky's in-game model looks just like Stallone – punch-drunk

Last, but not least, is a babe in arms. A game based on the John Carpenter horror classic The Thing, which was originally released way back in 1982.



Wait a minute, vogue-ing wasn't invented yet

WTF is that thing? Oh, it's *The* Thing. That's Ok then

Destined for PS2 later this year, The Thing looks ace, as these latest screenshots show. Part-survival horror, part-tactics, all gore, we're looking forward to all the creature-morphing stuff of the movie, as well as the paranoia of the human characters. Cool.

The third eviction takes place

After successfully completing a task, the housemates get a jacuzzi

Wario is trying to influen

Quick, hammer planks of wood unevenly across the windows and then realise The Thing's already inside. D'oh!

London, when the first PotA was released

OTHER OLDIES WE'D LIKE TO SEE AS GAMES

THE GODFATHER: With chubby fat cheeks and your family gathered around you, you must lead your kin to safety.
A BIT LIKE: MARIO ADVANCE

THE SHINING: Control 'mad' Jack Nicholson as he patrols the corridors of the Overlook Hotel armed with his axe. Bonus points if you can change the film ending by wearing thermal pants in the final scene.
A BIT LIKE: RESIDENT EVIL.

THE WIZARD OF OZ: You *are* Dorothy as you gather together a squad made of tin, straw and cowardly lions in a bid to kill the Wizard Of Oz.
A BIT LIKE: FINAL FANTASY.

"Mind The Bleedin' Paintwork, Mate"

NASCAR HEAT 2002 ON ITS WAY TO UK

NASCAR: heading for someone's PS2 in February

NASCAR might not pack quite the same punch here in the UK as it does in its native America, but that's not stopping Infogrames from unleashing NASCAR Heat 2002 on gamers in Blighty.

The game version doesn't sound that thrilling, but as usual we'll be good and reserve judgment until we've played it for three days on end. It's just that the early word on it makes it sound so... average.

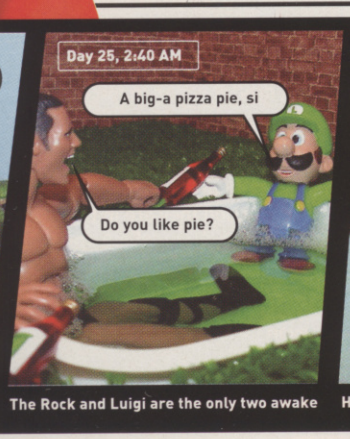
Players choose between Single Race, Championship, Beat the Heat, Race the Pro and Head-to-Head modes. The first two you'll have experienced in a million other racers, the third sounds more promising, sticking you right into NASCAR smash-ups, while Beat the Pro involves racing a shadow car driven by a real NASCAR driver. Head-to-head? Go on, have a wild guess. Still, the crowd effects look good. More news when we get it.

Fenda-benda-rama: and that's just the car-park

5 THINGS WE REALLY WANT TO SEE IN DRIVING GAMES

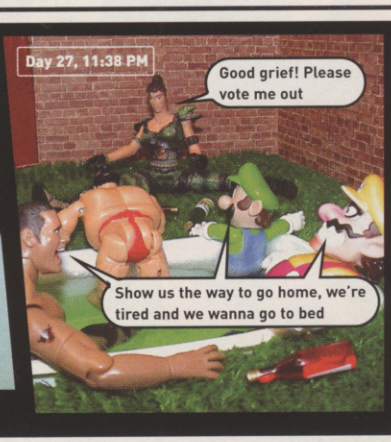
1. The driver saying, "Is your door shut properly? I can hear a noise from somewhere."
2. A twat with a 'novelty' Dukes Of Hazzard horn being set upon by angry single mothers.
3. A boot that you need a 'special knack' to close.
4. A mode where you race to get the best parking space at the supermarket, then have a punch-up with the winner.
5. Faulty radio cassette players that always chew up your best tapes.

...fluence the nominations



The Rock and Luigi are the only two awake

Homer gets a little disorientated



WHO GOES? YOU DECIDE!

mailbag.cvg@dennis.co.uk

TO EVICT WARIO... Mark email 'Wario'

TO EVICT THE CHICK FROM QUAKE II... Mark email 'Quake II woman'

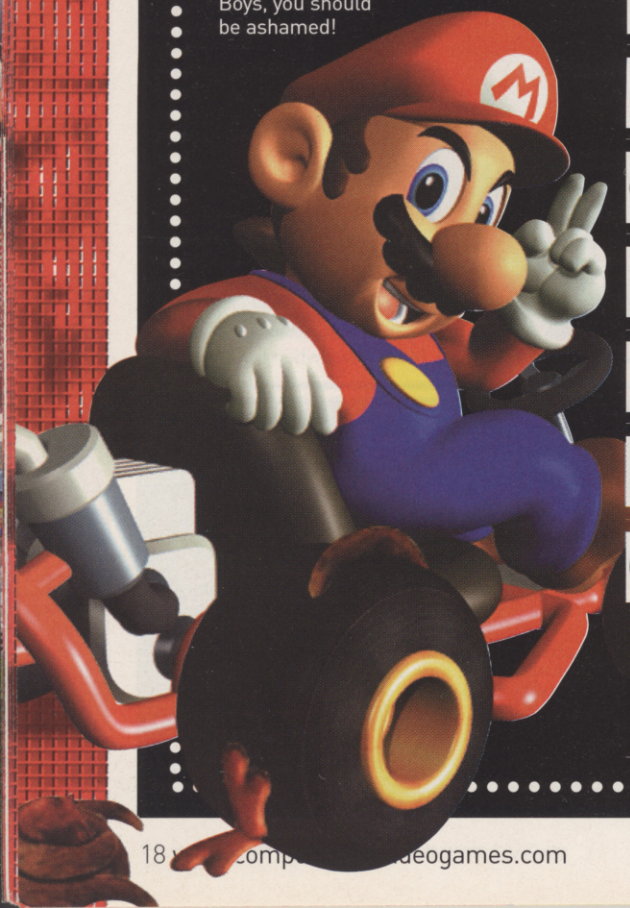
SACKMAN

Gobbling up all the latest gaming crap

MARIO KART: POOPER CIRCUIT

Nintendo has a special division called the Super Mario Club. They don't make Mario games. They don't make any games. They are the world's top playtesters. Their job is to make sure Nintendo's titles are tuned to perfection. It's thanks to them that the original SNES Mario Kart is one of the best games ever. You'll also see special thanks to them on the end credits of the new GBA Mario Kart. Another top title...?

Mario Kart: Super Circuit is a revelation. An incredible game that everyone should experience. But there are things wrong – annoying details that should have been corrected to make it surpass even Super Mario Kart. Here's our list of reasons why Super Circuit stinks, in an open letter to the Super Mario Club asking, quite frankly, why? Boys, you should be ashamed!



NO FEATHER: The jumping power-up that was so cool in the original. Even more disgraceful is that now, without it, the greatest shortcut of all (in hidden original Ghost House 1) is almost impossible.

RED SHELL OVERLOAD: The red homing shell power-ups track round corners better than ever. And they are so common in multiplayer that you may as well stay in second. And don't get us started on the three red shells.

NO KOOPA TROOPA: Every character had a match in the original. Toad had Koopa. So now if someone picks Toad first, who can you turn to? Heavyweight Wario? Thanks a bunch.

INCOMPLETE SNES TRACKS: The original courses are in, but every track has bits missing that originally made them so cool. No pipes on Mario Circuit, no speed-ups in Bowser Castle, no thwomps on Rainbow Road...

THE GHOST: A power-up that really made sense in the original Battle mode – it was great for stealing your enemy's red shell. But here, in a race, it has no strategy at all.

NO VICTORY TUNES: There was nothing more satisfying than humming along to your character's personal winning anthem in SNES Mario Kart. Another great feature... gone!

NO INDIVIDUAL WEAPONS: Yoshi laid eggs, Bowser farted fireballs, Princess dropped shrinking cakes. Each computer-character had their own excellent attacks. Now they just nick your power-ups. Lame.

GREEN SHELL: Once there was a skill to green shells. Laying them strategically next to banana skins, even using them to block the reds. But now you just take pot-luck firing them backwards. Why?

TOO DAMN DARK: Okay, this is a problem with the GBA screen. But everyone must feel torment as they fall off the edge of the Boo Lake levels simply because you can't see the screen!

FOUR TRACKS PER CUP: Aside from neatly removing the fun of a tie-breaking fifth race, it ruins the layout of the old SNES cups, mixing the courses across the wrong cups.

CHEESE LAND: Oh, and while we're at it, Sunset Wilds? Hello? With tasteless stages like these, why don't we just draft Rayman in too and complete the picture!

BUT TO BE FAIR... Here's five reasons why, even after all that, Super Circuit may well be the best game ever, second only to the original.

1. The Super NES courses. For all our gripes, my God they are in there!
2. Banana-recovery. Hitting the brake to save a skid. An excellent addition.
3. Perfect powersliding. Spot-on to the original.
4. Four players, one cartridge. Ambassador, with these features you are really spoiling us!
5. The original music. Almost all in there, even the old title tune in multiplayer mode.

"Hoot Mon, Hoot"

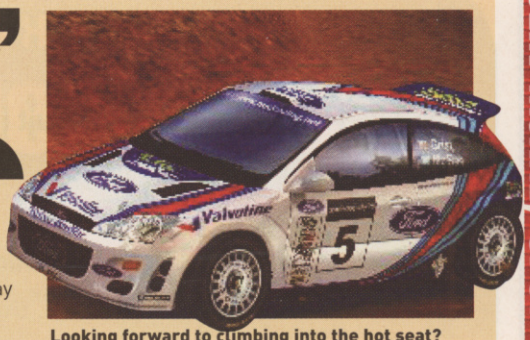
HOT SCOT McRAE'S BACK FOR PS2

Dear old Mr McRae. His first name makes him sound like the kid at school who stank, but he can't half drum up a top rally game.

When Colin McRae Rally came out, men, women, animals and everything in between hailed it as the best rallying game ever. It was just you and the road with the clock for an enemy. The sheer speed and finesse of the damn thing meant you never walked away from a Colin McRae session with dry palms.

Mouth-watering replays are par for the course

Brings the rush of McRae on PSone flooding back



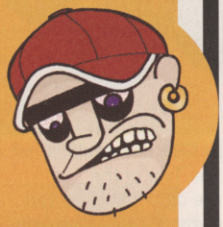
Looking forward to climbing into the hot seat?

And he's back. Out next year bound for PS2, Colin McRae Rally (note: not Colin McRae Rally II, or Colin McRae Rally 2002), is the Scot's first next-gen outing, and we're already bulk-buying Pro Plus in readiness.

"We're aiming for a very personal experience," crows Colin McRae Rally associate producer Rick Nath. "The previous games were all about the cars and the tracks. We want the player to really connect with the feeling of being McRae, not the car, and work with the co-driver, Nicky Grist, and the Ford team as a whole." Come again?

Spot The Dan

Every month we hide a little cut-out of design troll Dan's cute little boat race somewhere within the hallowed pages of this mag. The first person to spot it and email us with its location will receive a copy of a top new game on a format of your choice.



Last month, Dan had the body of a Austrian on page 92

CHEAP PR STUNTS WE LOVE

Rhino's Horn

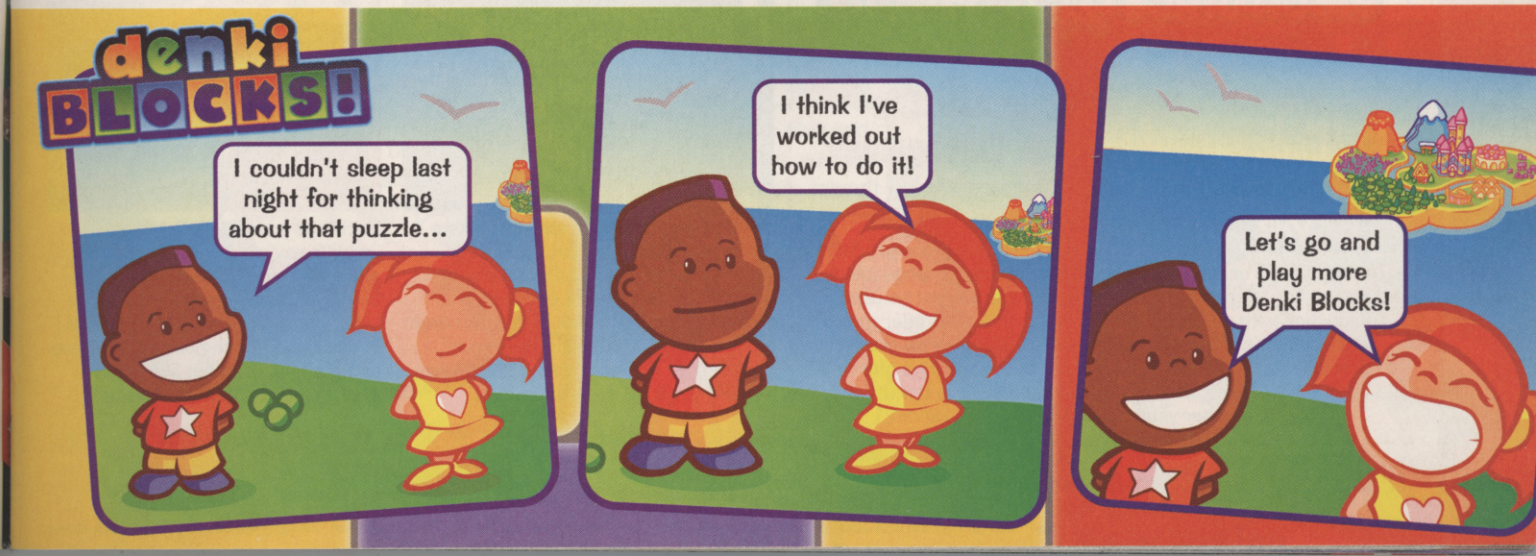
Ah, Jimmy White – snooker god. He's got a new snooker game coming out, Jimmy White's Cueball World.

So he launches it in a snooker hall, right? Wrong. The wily old geezer chose London lap-dancing venue Spearmint Rhino to spring his game on gawping games journalists. Jimmy was happy to pose for snaps with the club's laydeez and CVG's Dan had no good reason to be there but walked away with a gormless grin on his face nevertheless.

Meanwhile, the game – which looks smashing – comes out on PC and PS2 in October, with an Xbox version later. We'll review when we finally get code.

So Jimmy, you have our undivided erm, ah

Dan, collecting some 'assets' for CVG



WHAT YOU'VE BEEN BUYING

1	Mario Kart Super Circuit (GBA)
2	This is Football 2 (PS2)
3	Resident Evil Code: Veronica X (PS2)
4	Dark Cloud (PS2)
5	Gran Turismo 3 (PS2)
6	Alex Ferguson's P. Manager (PS2)
7	Operation Winback (PS2)
8	Super Mario Advance (GBA)
9	The Weakest Link (PSone)
10	Simpsons Wrestling (PSone)

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Crash Test

ADD-ONS UNDER ANALYSIS

4-PLAYER LINK CABLE

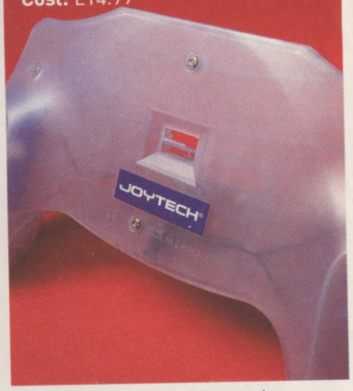
By: Logic 3
Cost: £7.99

This four-way GBA link cable is excellent value. Two of the connectors are detachable so you don't have to worry about dangling cables if there's less than four of you playing. There's very little wrong with this and for a measly £7.99 you really would be daft to pass it up.

★★★★★★★★★★

BATTERY GRIP

By: Joytech
Cost: £14.99



Enhance your portable gaming experience by strapping this massive block of purple plastic to your GBA. It incorporates a rechargeable battery unit that lasted us about ten hours of play at a time, which is useful if you yomp through batteries, but why so big and cheesy-looking?

★★★★★★★★★★

GBA SNAP-ON SKINS

By: Wild Things
Cost: £6.99

Nintendo probably spent a fortune researching different colours for their handheld wonder, so it's unlikely this 3-pack of covers will make your GBA look better. But they are perfect for customising your console. Paint the cover, snap it on and you'll be a true individual.

★★★★★★★★★★

RECHARGE STATION

By: Wild Things
Cost: £14.99

Recharge your flagging handheld just like you would your mobile phone. It works for both Game Boy Color and Advance, and the charge lasts up to ten hours. The only bind is that to charge the battery you have to leave it in for about five hours. Also, be wary not to overcharge it.

★★★★★★★★★★

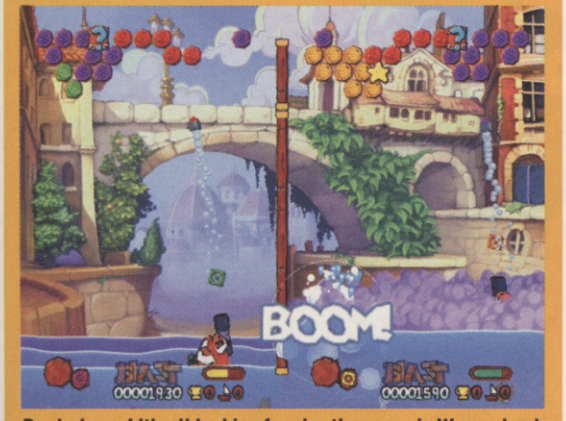
You're Worm Bait, Pal

BLAST! ON PS2 AND PC

Fans of the series will notice several additions to the mix

History will tell us that one of the world's most addictive and downright brilliant games was Worms.

'Was' you say? Hell no, Rambo. Worms Blast! is an all-new package for the slithery hermaphrodites due on PC in November, shortly followed by a PS2 outing in January next year. Look – these shots show you the sheer awesome imagery of Worms Blast!, which looks like combining the pure gaming genius of old-style Worms with next-gen meaty goodness. If it's business as usual in the Worms camp, we expect this latest episode to be one of the top multiplayer games for PS2.



Ba-da-boom! It's all looking funnier than ever in Worms land

WE MAKE THIS MAG

Meet CVG

Alex Simmons, Editor

Has been wrestling with man's greatest dilemma: how to smuggle a GameCube on holiday without woman going ballistic

Dan Payne, Art Editor

Looking for new home to house his vast collection of games, novelty peripherals and Earthworm Jim underpants filched from CVG's vaults

Jenny McComb, Designer

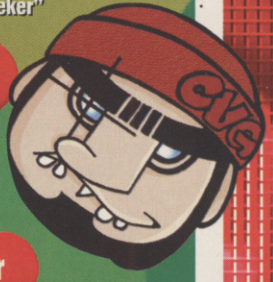
Too busy constructing a new set of shelves to come into work this month. "It's for my PS2 to play Parappa 2. That's work"

Les Ellis, Games Editor

Busy polishing his helmet when not playing Return to Castle Wolfenstein. Favourite quote of the month: "No, you can't use my PC"

Lee Skittrell, Senior Writer

Spent unhealthy amount of hours obsessing about Harry Potter. Last seen leaping off building clutching broomstick, muttering "I'm the Seeker"



Pete Walker, Deputy Editor

Thinks it's 1944. Has dug trench around his desk. Too much Wolfenstein. Too much Commandos 2. Not enough reality

Mike Cooper, Writer

Locked in darkened room for a week with copy of original Resi and screenshots of the GameCube remake. Only came out after running out of tissues

EB VOUCHER, CRASH TEST, WORMS BLAST!, MEET CVG

TAKE 50 MATES TO A PRIVATE SCREENING!

Can You Kick It?

Money can't buy you love, but our awesome competition will at least buy you some friends for an hour or two. 20th Century Fox and CVG proudly present the chance for one lucky action movie fan to win a private screening of the incredible new martial arts action flick Kiss of the Dragon.

Action superstar Jet Li and awesome filmmaker Luc Besson join forces on Kiss of the Dragon. Li plays a Chinese intelligence officer who goes to Paris on an assignment and becomes embroiled in a deadly conspiracy. Check out the awesome trailer at kissofthedragon.com.

One spawny competition winner gets to invite 50 mates to a cinema of their choice to watch Jet Li and Bridget Fonda making awesome kung fu moves on the big screen. And we've got 20 runner-up prizes of limited edition Kiss of the Dragon T-shirts and posters.

The movie is out on general release on November 9th, rated 18, so you've gotta be old enough to enter. All you have to do to stand a chance of winning is answer the question below, fill out and sign the coupon then send it to: Kiss compo, Computer and Video Games, Dennis Publishing Ltd, 30 Cleveland Street, London, W1P 5FF. Closing date for entries is November 30th.

QUESTION:
Kiss of the Dragon star Bridget Fonda has got a famous actress mother who played cult heroine Barbarella – name that mum!

Name:

Answer:

Address:

Contact Number:

Email Address:

I am over 18 years old, signed:

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My girlfriend's happy to go to a movie, a club or even the football.

So why won't she go all the way?

It's a question asked by millions of horny guys every day.

The answer is probably that she's simply not ready yet.

For sex to really go off with a bang, both partners need to be completely ready, especially if it's their first time.

If one of you isn't, you're likely to ruin what should be a very special moment (or preferably several moments...)

Think about how she feels. If you think she loves you now, show her you're cool enough to wait. Chances are she'll be crazy about you then.

So if you're getting a bit het up, keep your pants on.

As they say, good things come to those who wait...

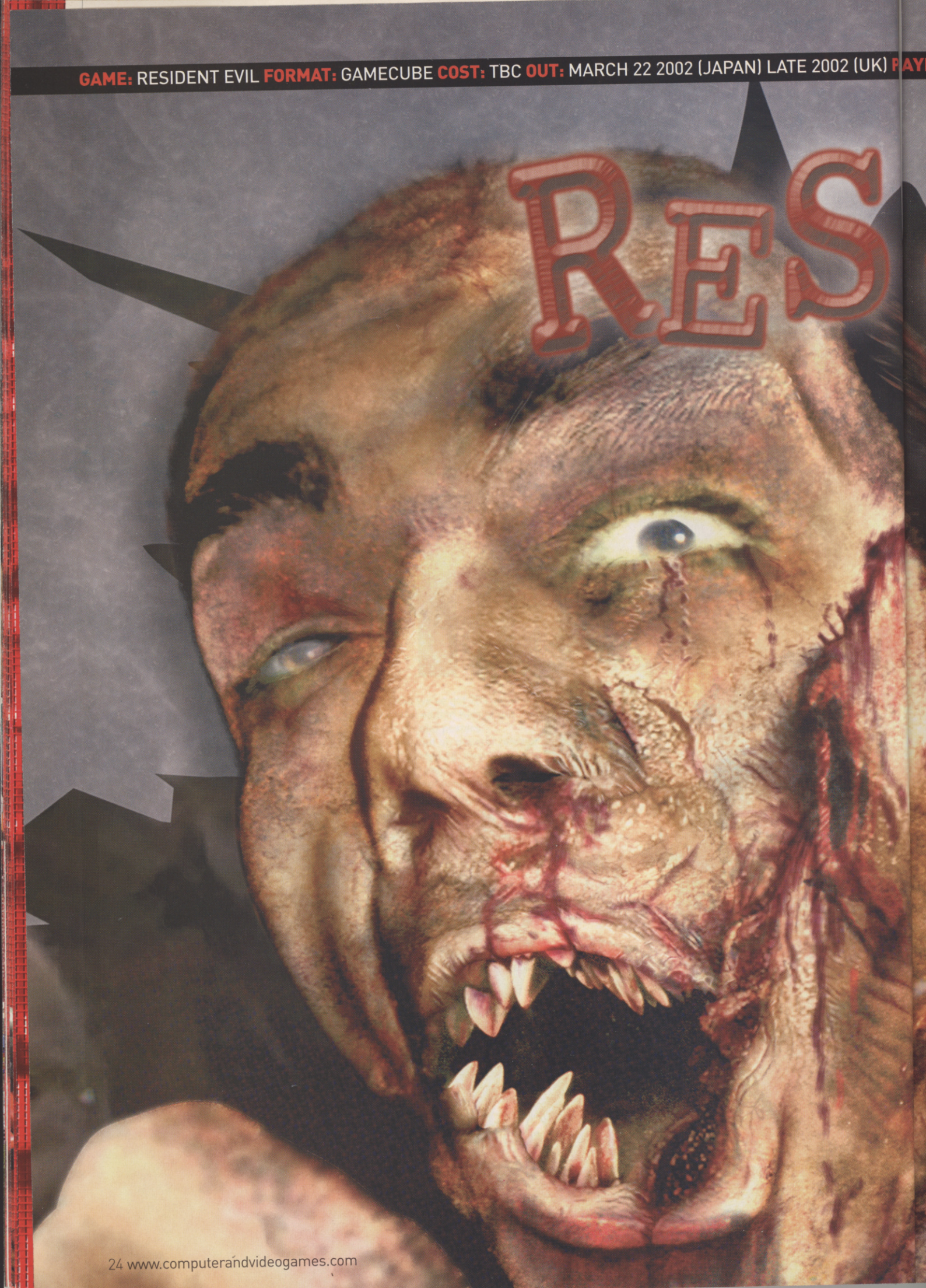
sex

Are you thinking about it enough?

If you're under 18 and need advice about sex or contraception, phone Sexwise on 0800 28 29 30 or visit us at www.ruthinking.co.uk The call is free and confidential.

Textphone (for people with hearing impairments) 0800 328 1651.

GAME: RESIDENT EVIL **FORMAT:** GAMECUBE **COST:** TBC **OUT:** MARCH 22 2002 (JAPAN) LATE 2002 (UK) **PLAY**



K) PLAYERS: 1 DEVELOPER: CAPCOM PUBLISHER: CAPCOM

urrection

Original Evil is back from the dead

September's shock announcement that the Resident Evil series will only appear exclusively on GameCube and Game Boy has sent half the games world into excitement-induced cardiac arrest. The other half (mainly Sony junkies) just burst into tears. So the moment CVG bagged some mind-melting screenshots of the debut title to hit GameCube – a remake of the original Resident Evil on PSone – we dispatched our man in Japan to nail an exclusive interview with the series creator, Shinji Mikami. You want all the gory details? You want to know what to expect when you return to Capcom's house of hell? You got it all. Horror has a new face, and it's going to keep you screaming until your lungs are bloody and raw.

Digging up the dead, messing around with their limbs and facial features, then bringing them back to life isn't a hobby for those with weak stomachs. The mere thought of decaying flesh, hollow lifeless eyes and pools of blood would make most of us hurl. But grave-robbing, mutilating, and reanimating a la Dr Frankenstein is actually what Capcom is doing by resurrecting and reworking every Resident Evil game exclusively for Nintendo's uber-console, GameCube.

Plus, with Resident Evil 4 and 0 in the pipeline, fright fans are in line for a mind-blowing catalogue of disgustingly dark adventures. And by the look of their first effort, a remake of the original Resi game, the world's most famous survival horror series is set to completely terrify and amaze like never before. So get ready to see your insides.

THE DARK LEGACY

The global success of the Resident Evil games isn't the result of luck. The dark mixture of an ongoing and intriguingly sinister storyline, and a cast of brilliant characters and spine-chilling music create the solid backbone for the series.

But what's really kept us coming back for more has been the sheer intensity of the adventures and the terrifying atmosphere that each of them have managed to create. Creepy shadows, claustrophobic locations, groaning zombies, sudden scares and the overall eerie visual style of the Resi games have been the key to conjuring up such deliciously gruesome experiences. Yet as graphics and consoles have improved, so has the horror. Code: Veronica on DC and PS2 are a perfect example of this, but nothing can prepare you for the level of sheer terror that Resident Evil on GameCube is cooking up.

SHOULDER TO SHOULDER

Way back in 1996, we were all wowed by the visual style of Resident Evil on PlayStation, and the nail-biting atmosphere it created. But the GameCube remake offers up the ultimate Resi experience. Stunning 3D environments are packed to the rafters with amazing detail and some of the finest lighting effects ever seen in a videogame. You'll be proud to own a GameCube.

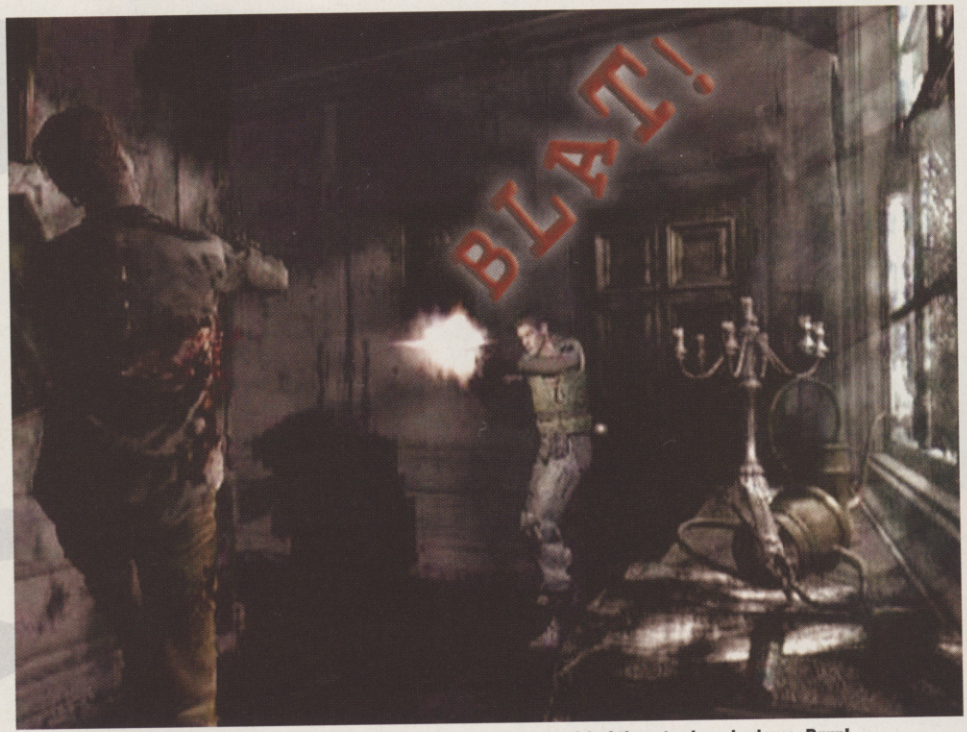
The pre-rendered backdrops in the original Resident Evil looks so basic by today's very high standards

The same dining room, but five years on. The level of detail and lighting effects are outstanding

The hall seemed so dramatic all those years ago. Were we blind, just stupid, or easily wowed? Hmm

GameCube flexes its graphical biceps and shows off. Evil has never looked so utterly beautiful

"Hic! I luv you mate, giz a newly animated interactions



Eerie light pours into the corridor from outside, creating a world of threatening shadows. Brrr!

HOUSE OF HORRORS

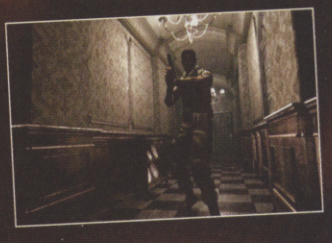
It's only five years since we first set foot in the famous mansion that sits at the centre of Resident Evil, but CVG recently revisited the scene on PSone and we were shocked at how dated the original looks when put side by side with the GameCube update.

But if you're thinking that this remake is just the same old game with a new lick of paint, think again. Shinji Mikami, creator of the franchise and head honcho on the GC version, has worked with his team to make this as fresh an experience as is inhumanly possible.

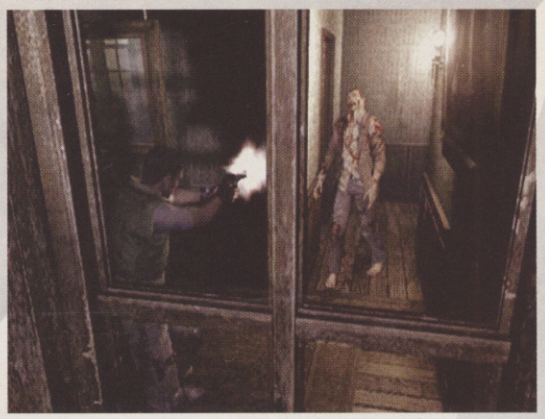
"Over 70 per cent of the puzzles have been changed from the original," Mikami told CVG, "and there are a couple of changes (in the storyline) but I can't tell you [what] yet". Also, when we asked him whether there are going to be any new rooms and locations within the remake, he confirmed that there would be. But that ain't the half of it. You see, the second

RETURN OF THE ZOMBIES VII

Making us jump, puke and tremble has been a trademark quality of all the Resident Evil games. But this visually astounding remake of the first Resident Evil game on Nintendo's super console is set to have you crawling under your bed and screaming for your Mummy. Watching the game in motion is scarier than most great horror movies, so when you're actually in there and controlling the action, expect nothing less than to smell the sweat of your own fear.



hug. Urrpp... Sorry." Smell that sweet zombie breath as you get physical with Mr Scabby. The between Chris Redfield and the creatures in Resi on GameCube are phenomenal



Taking the cinematic approach, camera angles in this remake are more dramatic than in any previous Resi game

You can almost smell the stench of rotten flesh and pure evil. The environments are dripping with *that* much detail

you step into the refurbished and richly textured GC game, you'll be transported into a new realm of tension and exhilaration that's off the Richter Scale.

UNDER THE MICROSCOPE

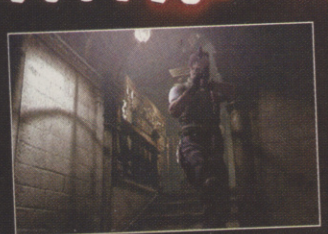
The visual blitzkrieg that hits you as you move through the rooms in the mansion will make your eyes pop out of your head, because the sheer density of detail is unlike anything ever witnessed before.

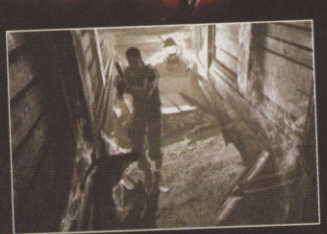
Stunning polished marble floors reflect imposing spiny candelabras, the fireplace and candles in the dining room flicker and burn super-realistically, and carpets, wallpaper, paintings and every object in sight are so intricate that the 3D environments feel utterly believable and look totally flawless. But the magic ingredients that help create an atmosphere of true horror are the astounding lighting effects, which haunt the entire game.

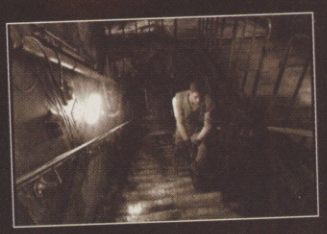
THUNDERBOLTS AND LIGHTNING

You're creeping through one of the many dimly lit corridors, gripping your Beretta and expecting the unexpected. A clap of thunder erupts outside, accompanied by a bright flash of lightning that streams through a nearby window, illuminating your surroundings and casting long, real-time

As you creep your way through the cobwebs and dirt, your heart will be thumping so hard and fast it hurts







shadows along the narrow carpet. Then the lightning stops and you're back in a world of dark shadows and the unknown. You relax for a split second thinking the coast is clear, but another crash of thunder fills the air and light pours down the corridor yet again. Out of nowhere appears the silhouette of a zombie.

The moment you spot it you'll jump out of your skin. And remember, this is all in-game action. There's no cutscene thrown in here to emphasise the point, because the action is enough. See, Resident Evil on GC doesn't rely solely on the familiar scare tactics of previous games to frighten you, and this powerful lightning effect is just one of the many new and brilliant elements that will have you tense like never before.

BLINK AND DIE

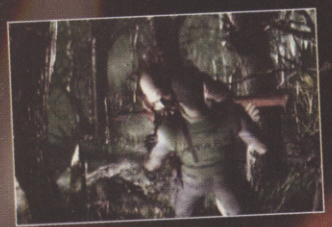
Another way that Capcom has achieved a truely intense atmosphere is by adding new windows where there were once brick walls, and by chucking in loads more fantastically freaky and dramatic lighting effects.

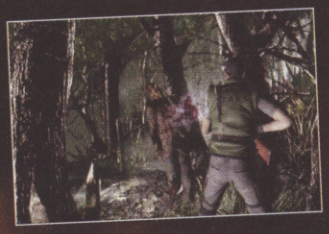
When you're walking through the mansion, moonlit trees sway in the wind outside and cast rippling shadows that dance eerily around on the internal walls, constantly tricking you into thinking there's something moving in edges of the darkness. Little touches like this intensify the gameplay and overall feel of the game because, unlike the PSone original, you're

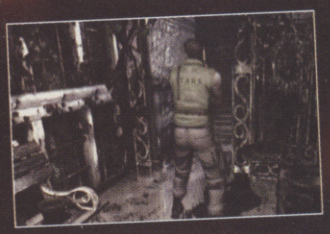
The sound has been completely remastered too. Even the sound of the gun clicking is brilliant. How very sad we are...

Remodelled and looking uber-cool, Chris is ready for some serious zombie slashing action. Check out the knee pads

Can't get enough of your blood. Forget Dracula, Resi zombies could drink him under the table



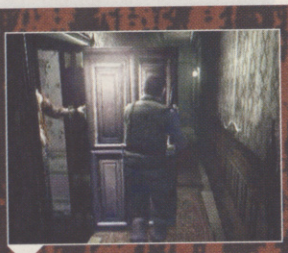




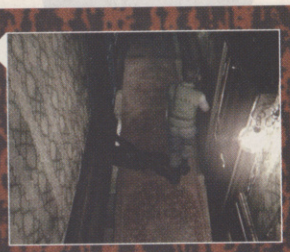
HARDCORE SLASHER ACTION

In every Resi game to date, the routine has always been as follows: zombie grabs you by collar, you tap all the buttons frantically, cramp kicks in, the flesh-dripping monster takes a bite out of your neck, and you shove them to the blood-stained ground.

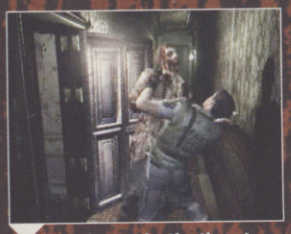
But things are changing in the remake, with souped-up action that's far more realistic than any of the previous games. Check out this sequence for an example of some of the new close-combat interaction that's been added.



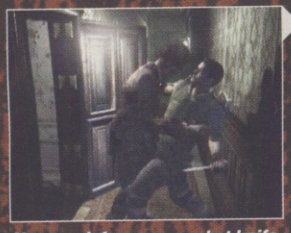
A zombie bursts out of a door



You creep down a dark corridor

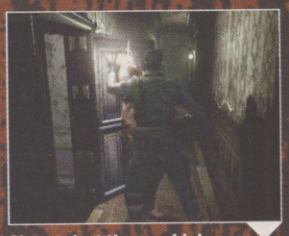


It grabs you by the throat

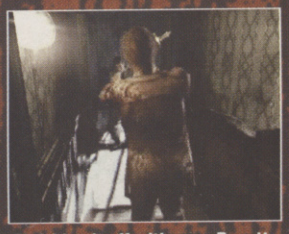


You reach for your combat knife

Lightning brightens up the corridor for a split second as you rapidly retaliate



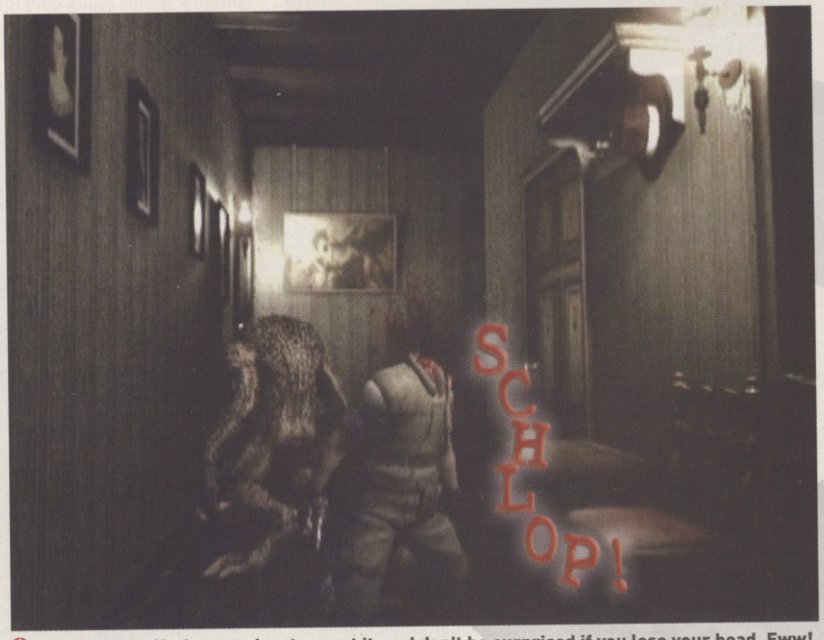
You stab at the zombie's eye



Finishing it off with your Beretta

Don't get fooled by the antiques and overall stylish decor, because this mansion is home to some pretty unsavoury folk

Check the size of the knife Chris is packing on his chest

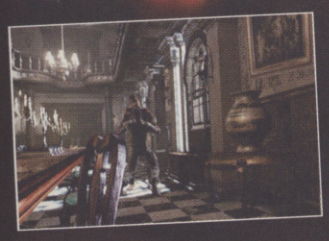


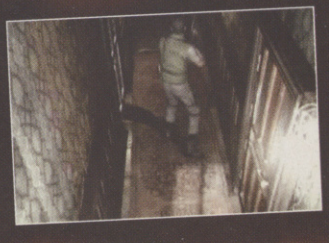
Action kicks off when you least expect it, and don't be surprised if you lose your head. Eww!

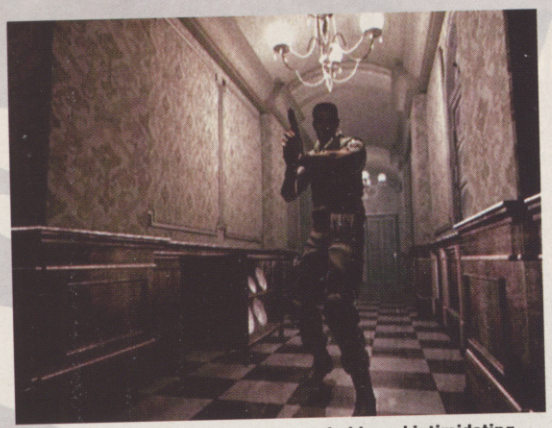
now forced to constantly stay alert. Blink at the wrong moment and you'll be face to face with pure evil, losing your blood faster than a pig at an abattoir.

SMOOTH AS SILK

The graphical leap from Chris Redfield's first blocky appearance on PSone to Claire Redfield's sleek styling in PS2's Code: Veronica was huge, but the new motion-captured and ridiculously smooth characters on GameCube make all previous efforts seem like dull crayon sketches. Reworked and remarkable, Chris Redfield looks absolutely amazing, as do all the monsters. But what's even







Corridors feel far more claustrophobic and intimidating

There's so much going on in every frame of Resi on GC

more impressive is the way the characters move and interact.

Wrestling with zombies is more realistic and fluid than in any of the other Resi titles – Chris' forearm muscles tense up as he grapples with monsters, zombies lunge for your jugular mouths gaping in a more horrifical and brutal fashion, and simply the way Chris moves around and reacts in general is astoundingly realistic.

Also, loads of fresh animations have been included in the remake, which in turn has spiced up the action. In other Resi games, when a zombie grabs you the only option has been to shove them off. But from what we've seen, in certain situations you can pull your trusty combat knife out of your belt and viciously stab them in the eye. This kind of inventive addition makes combat far more involving and interactive. And as the camera angles have been constructed more cinematically (the action and characters often fill the whole frame of the screen), playing Resi on GC feels like you're in the thick of a brilliantly shot zombie movie.

POP GOES THE ZOMBIE

Capcom refused to be drawn by our questions about the AI of the creatures in the remake (whether your evil attackers follow you through rooms, respond to the sound of your movements or purely the sight of you), but what we do know for sure is that zombies can swing open doors and latch onto you when you least expect it. Also, Mikami told CVG, "We have changed

The action is far more in-your-face and up clos

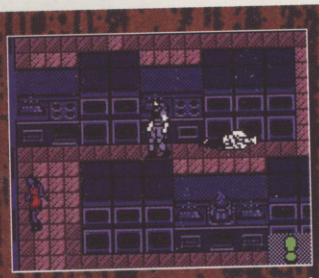
RESI ROUND-UP

GameCube might be getting most of the attention, but the huge Resi franchise still manages to do some moonlighting elsewhere.

Resident Evil Ground Zero will see Milla Jovovich, sexy star of The Fifth Element, in a brand new adventure that doesn't borrow its storyline from any of the games. It's set to be a Hollywood blockbuster, but with Resident Evil on GameCube headed our way, why watch it when you can live it?

Even though Game Boy Color doesn't have the same oomph as GC, the little wonder has still managed to come up with a gem in the form of Resident Evil Gaiden. Set on a luxury liner with a top-down perspective, you bomb around the boat collecting clues, gathering items to help solve puzzles and fighting anything unholy.

The battle sequences are the best bit, as the camera switches to a pseudo first-person view and you have to execute a series of button presses to kill the mutants before they gut you. It's different and it works. Look out for our review next month.

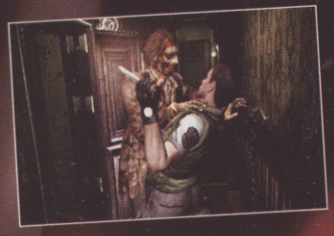


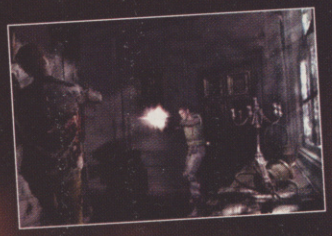
The overhead view works like a treat

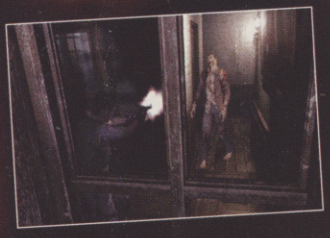
A monster cracks you on the chin

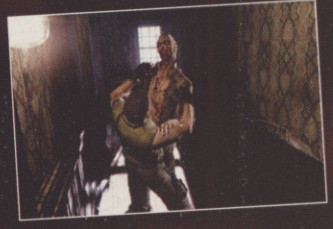
Check out Milla Jovovich, the not-exactly-ugly star of Ground Zero

A super-strong zombie pounc of t to chew you up like a doughnut. eing









d up close. etter remember to drink lots or you'll sweat yourself to death

ie pounce ut of the darkness and latches on to your collar with one intention:
oughnut. B eing Chris Redfield, you shove it off and feed it a lead sandwich

"Die, stinky dead bloke!" The muzzle flashes from your trusty Beretta look fantastic as you unload a full pistol clip into the chest of this walking corpse

the locations where the monsters appear." This means you're constantly looking over your shoulder and trying to control your bowels at all times, for fear of being pounced on. Again, this new feature adds even greater tension to an already petrifying experience.

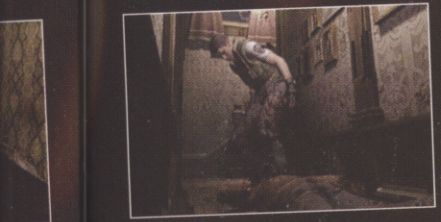
Survival horror takes on a whole new meaning, as you'll be lucky to get to the end of the game without actually collapsing and dying from a heart attack first.

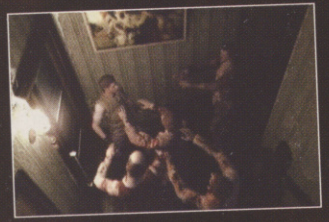
HORROR HEAVEN

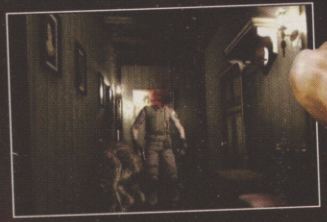
PlayStation 2 owners won't see any Resi games appear on their machine as a result of the exclusive deal signed between Capcom and Nintendo, but serious fans of the series and true hardcore gamers will already be saving their pennies for a 'Cube. But this bold collaboration has proved that one thing is for sure: Nintendo isn't scared to get blood on its hands and is definitely looking to appeal to older and darker games players as well as the cutesy crowd who buy Nintendo purely for the whole Mario and Zelda thing.

Due out in Japan in March 2002 and in Europe later that year, Resident Evil on GameCube promises to be a horror phenomenon. Survival horror has never looked this impressive, believe us. So if you're still looking for a reason to get one of Nintendo's shiny new boxes, we can give you six: Resident Evil, Res Evil 0, Res Evil 2, Res Evil 3: Nemesis, Res Evil Code: Veronica, and Res Evil 4 (to be released in that order).

Just from what we've seen so far, the remake of the original Resi is enough of an incentive to buy a 'Cube on its own. So with the entire heavyweight series in its corner, it looks like Nintendo is set to uppercut its critics with a global knockout.







WORDS: Mike Cooper ILLUSTRATION: Joe Roberts
INTERVIEW: Justin Keeling SCREENSHOTS: Capcom

FULLY HANDS-ON SNEAK-PEEK OF THE LATEST AND HOTTEST GAMES

PREVIEWS

DEVIL MAY CRY

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **CAPCOM** PUBLISHER: **CAPCOM**

Knee-length boots, velvet trousers, a scarlet jacket and a grey, pudding haircut. The hardest man to appear in videogames in a long time is certainly the worst dressed. But tell him that to his face, and he'll hack you 15 feet into the air with his broadsword, then juggle your body with bullets from a pistol in each hand. Hit the floor living, and a shotgun blast smashes you to mush, your brains hitting the floor before the spent shells do.

You know those epic slow-mo shoot-out sequences in John Woo movies? That's how Devil May Cry plays. Controlled carnage on every screen. Demon-hunter Dante bounces like Muhammad Ali, leaping and tumbling as he fires off shots to send the dead back to their graves.

Bonus round: shoot 100 bugs in 30 seconds

Everybody lets their inner demon out from time to time. Trouble is, when Dante does he leaves hundreds of bloody corpses everywhere. You little devil!

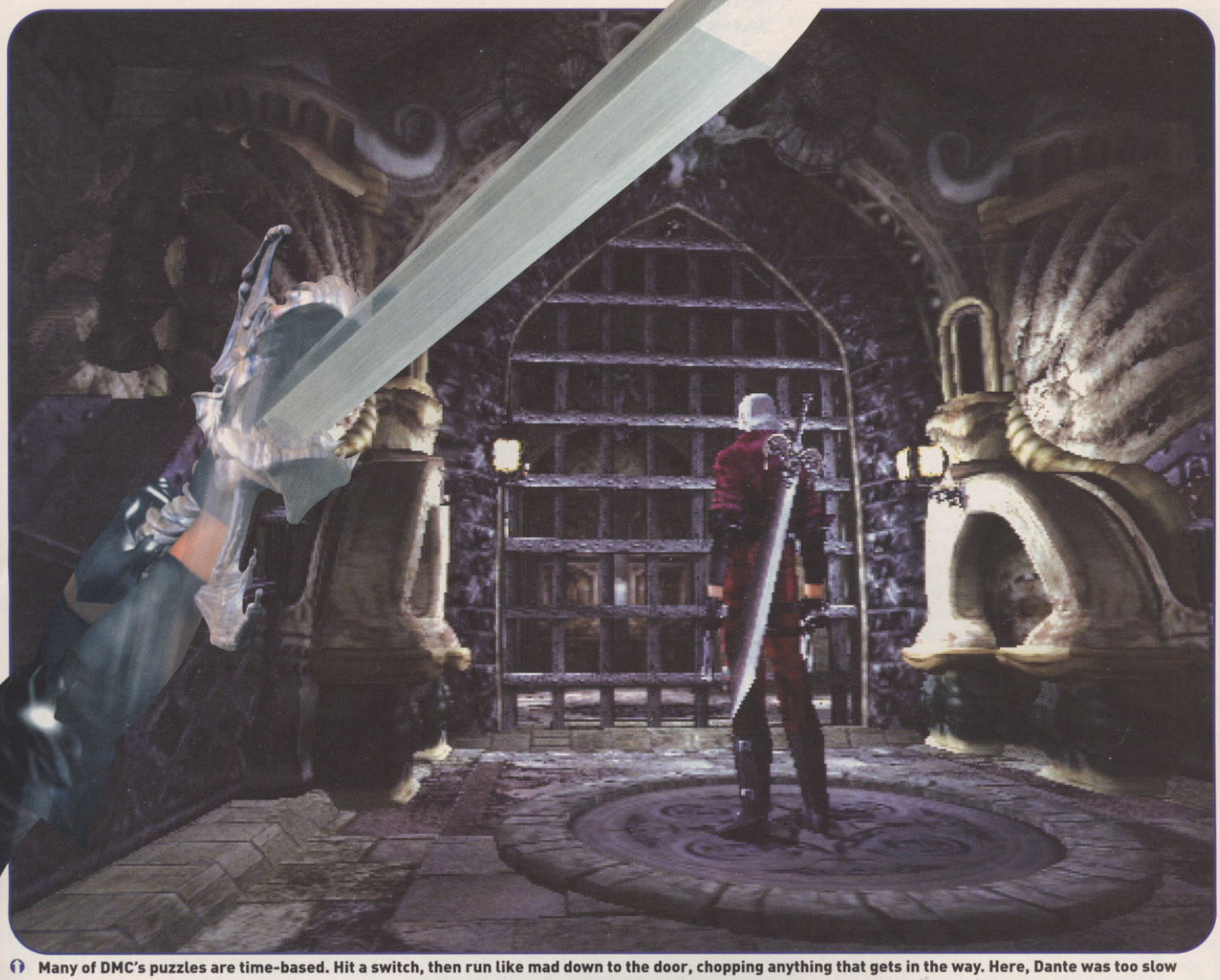
These scissor-toting witches are some of the least scary enemies in the game. Far more friendly than the raptor-like lizards you blow apart with the grenade gun. Bok!

Dante's day starts off quietly when a beautiful girl smashes through the wall of his detective agency on a Harley and pins him to the floor with a sword through his chest. Dante slides up and off the blade, and the lady knows this is the man to stop the hordes of hell invading Earth. So they head off to the resurrection site – a remote island dominated by a huge castle.

IDEAL HOME EXHIBITION

Dante enters a glorious hallway. The brickwork is crumbling and a giant staircase spirals up to the floors above. Gargoyles seem to watch his every move and torches flicker light into the darkest corners. It looks like PS2 games are supposed to look: amazing. Dante's every move is filmed with a cinematic camera sweep, then a cut to a new camera to show a better angle. Flicking camera angles? Capcom? Survival horror, right? Wrong.

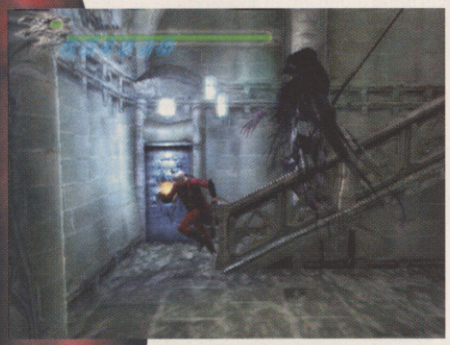
Devil May Cry is about as far removed from Resident Evil as you could imagine. Chris Redfield wouldn't



Many of DMC's puzzles are time-based. Hit a switch, then run like mad down to the door, chopping anything that gets in the way. Here, Dante was too slow

"Slash and blast demons straight back to hell"

last ten seconds in this place. Point the stick, and Dante dashes instantly. He can jump, spring off walls, roll and strafe – and he needs to be this nimble to stay alive. Dante walks into a room, and the door slams shut behind him. No way out. Then ten razor-clawed marionettes drop down from the ceiling and start swinging for him. You need to have some awesome destructive power to live through that kind of onslaught on every other scene.



Dante: dying for a slash

A laser-spitting eagle boss swoops down

If that laser hits, you're toast. Bzzzt!

Dante packs a giant broadsword and more conventional bullet-based weaponry, and uses both to produce fantastic-looking combo kills. There's no worry about ammo, as every gun you fire has a bottomless clip. It's just bang, bang,

A demonised shotgun in full effect. Lethal

bang until you are the last man standing. The action is very arcade-oriented, with progress hinging more on your ability to execute a roomful of hellspawn than solving a twisted logic puzzle.

THE DEMON INSIDE

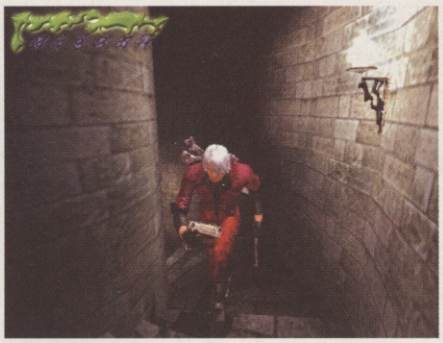
The structure is also far removed from Res Evil, with Devil May Cry broken down into 23 missions. Early on, it's a case of surviving a fairly linear progress through the castle, but a puzzle element kicks in so you've got one eye looking out for an item that'll let you make it to the next missions as you're knee-deep in demon guts. Typically, you'll go through a door and the mission is done. The next mission commences on the other side of the door. The breaks in between enable Dante to explore the darker side of his character.

The thing that makes Dante such an effective demon hunter is that he's half demon himself. His knowledge of the dark side is what makes him such a powerful ally to humanity in its hour of need. At first, the demon half of Dante, Alastor, is inactive but every slain foe yields a red orb that Dante collects and spends to harness his demonic power.

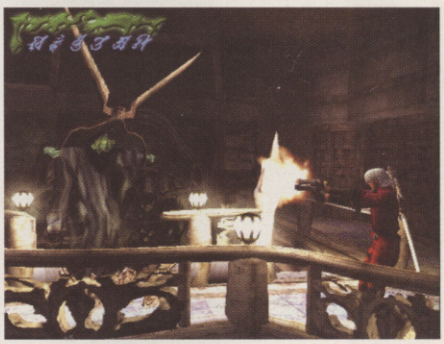
Initially the demonic episodes are pretty subtle. Dante hacks enough baddies up to call on Alastor and his body gains a shimmering blue outline. He can run faster, hit harder and every bullet he fires streaks across the screen coated in blue energy, turning a humble shotgun into a lethal lightning gun. Impressive. A few thousand more orbs and Dante yields to Alastor completely. Black wings and claws spring from his body, and he blazes a trail of destruction across the screen like a hurricane.

"So, does that mean you're pleased to see me, or are you going to try and rip me into little bits?"

Basic enemies like the marionettes and scissors-toting witches are little match for our hero in this mode. The frequent boss characters take a bit more convincing, though. The very first boss – a fire-spitting scorpion about ten times



On the way back down, you get chased by evil



John Woo-style double hand-cannon action

Dante's size – scuttles into a small chamber. You leap and roll to take cover behind stone pillars as it vomits orange napalm, ducking out only to smash the beast in the face with your sword as it gears up for the next apocalyptic strike.

PICK ON SOMEONE YOUR OWN SIZE

More Dante's size is the demon knight that steps out of a mirror as Dante's reflection, before transforming and engaging you in a treacherous duel across the decrepit ramparts of the castle. Bullets only bounce off, and you've got to jump close enough without falling to your death to deal sword blows.

Devil May Cry is a tantalising prospect. It's more action-focused than other PS2 adventures, with slaughter around every corner. The presentation is slick, with cutscenes drawn using the impressive in-game graphics. We'll know if there's enough of a story to drive the carnage along when the UK code arrives, as well as if the arcade nature of the game stands up to extended play.

Platform sections, but this ain't friendly like Mario 64

CVG RECKONS

Tactile demon carnage filmed in glorious PS2-o-vision. We can't wait for the slaughter to begin. Dean

DISCOVER THE UNOWN!

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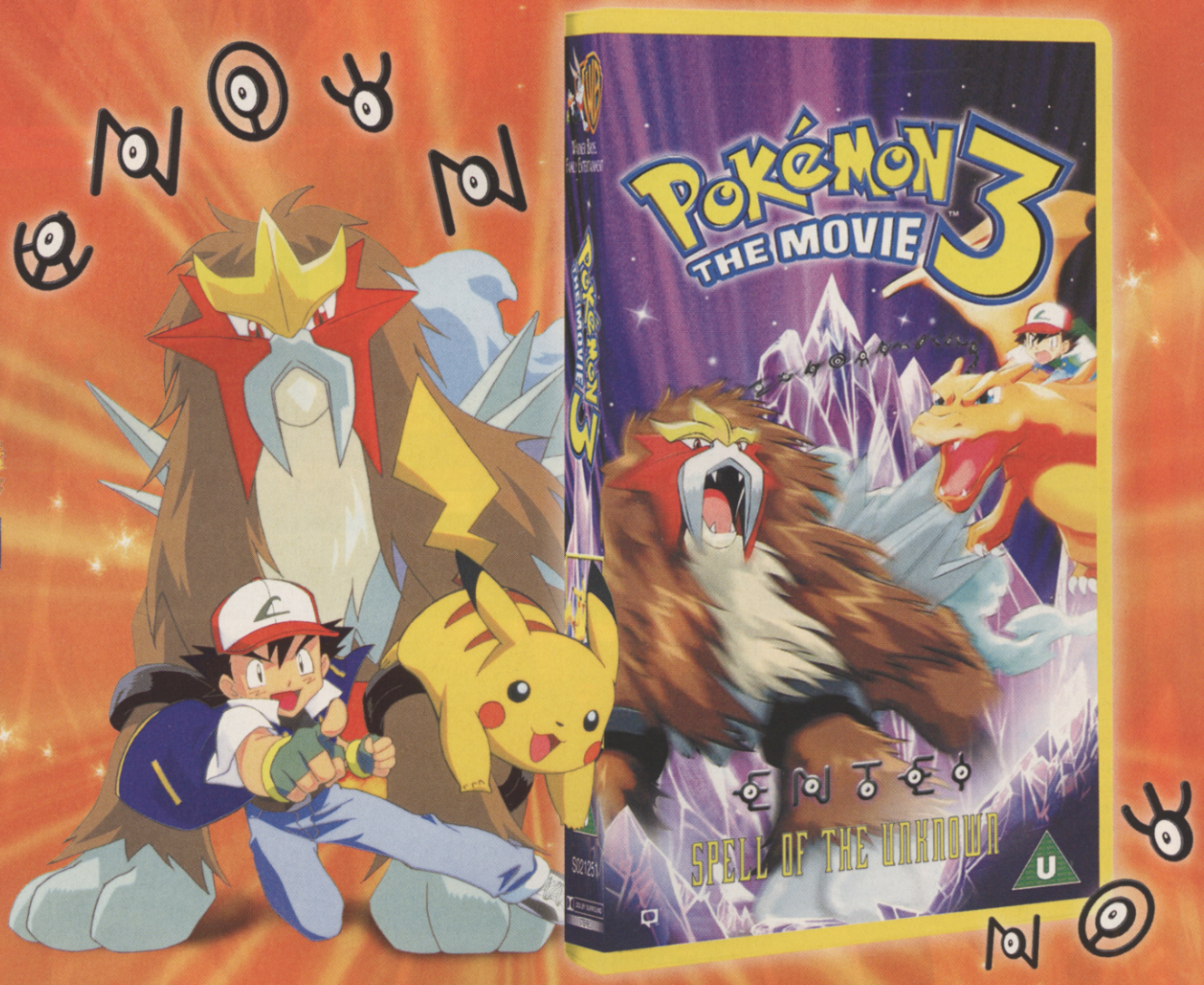

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A silenced bullet or a punch? Tough call, considering he has an AK47 pointed at your £2,000 tux, Bond

Spying on the ladies again James?

Why *are* you wearing a tux in the tropics, 007?

JAMES BOND 007 IN... AGENT UNDER FIRE

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **EA** PUBLISHER: **EA**

With the exception of GoldenEye on the N64, James Bond movie licences tend to suck like a Dyson hoover. So why not ditch sticking to the movie plot-lines entirely? Instead, dream up a story so full of action that any game based on it couldn't possibly fail. Which is what those crafty people at Electronic Arts have done. What's more, instead of opting for just one genre, EA has gone for a mixture of gameplay that incorporates everything we know and love about Bond, from high-speed car chases to thrilling gunfights.

Just as well terrorists aren't quick on the draw

No, you can't shoot out these windows – we tried

THREE INTO ONE

One minute you're creeping stealthily round a terrorist base, and the next you slip behind the wheel of your hugely expensive (and soon to be trashed) Bondmobile. With a screech of burning rubber, you speed off through the crowded streets of Hong Kong to hunt down the evil troublemakers. And when those pesky terrorists still refuse to give in, it's time to stand up in the car, trusty pistol at the ready, for a Time Crisis-style shoot-out.

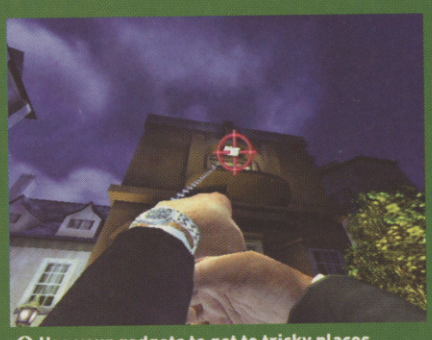
Anyone familiar with first-person shooters like Red Faction will immediately feel at home with the sections skulking around bases, peering round corners and using gadgets like lasers and grappling hooks together with silenced weapons to discover the terrorists' secrets.

When the time comes to get loud and nasty, there is plenty of spectacular firepower to do the business more than adequately. Blasting away with various pistols, AK47s,

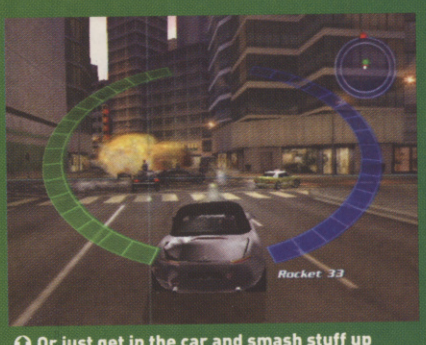
TOYS R US-EFUL IN A BOND GAME

Brains or brawn? Silencers or shotguns? It's up to you how you approach the action here. But whatever you do, you're going to have to be a master of both guns and gadgets if you are to beat the baddies. And the gadgets don't come cooler than a rocket-launching car. So many toys, so many levels, but will you ever have time to use them all?

It ain't subtle, but a shotgun gets the job done



Use your gadgets to get to tricky places



Or just get in the car and smash stuff up

"So much firepower, yet so little time"

A stolen Kalashnikov makes short work of oil drums, and even shorter work of the poor sod who is standing next to them

rocket launchers and – everyone's favourite – the sniper rifle, more than do the trick when it's a good firefight you're after to alleviate all that sneaking around tension.

The driving stages already blow away anything that Spy Hunter on PS2 managed for sheer white-knuckle driving action, and they feature some punishing pursuits that do almost as much damage to your thumbs as to your expensive Aston Martin.

IT'S PLAYTIME!

And in the Time Crisis gun-game homage, someone else drives the car or tank while you get the fun job of playing with all your cool weapons, totalling hordes of terrorists, blowing wheels off their cars and downing their choppers.

But it's not all you against an entire island full of bad guys. With a passing nod to GoldenEye – one of the finest multiplayer experiences on the N64 – there is a four-player, split-screen deathmatch option. You and your mates compete to see who is the real Bond and who is as dangerous as Blofeld's fluffy cat with the diamond necklace.

ODDJOB'S ARSE

By shoeing in so many styles of play, Agent Under Fire is clearly intended to have appeal as wide as Oddjob's arse. The missions we've played so far have been a blast. But let's just hope the developer played Die Hard Trilogy, which was an abject lesson in how *not* to take completely different gameplay styles and make them gel into one overall package. Meanwhile, we're all off to polish our Walther PPKs.

No Bond game is complete without a sniper rifle

CVG RECKONS

This multi-genre, many headed mutant spawn of GoldenEye, 007 Racing, Spy Hunter and Time Crisis has certainly got the pedigree and the style to suit. But has it got the story to pull it all together? Les

PARAPPA THE RAPPER 2

FORMAT: PS2 OUT: JANUARY DEVELOPER: SONY PUBLISHER: SONY

Bass, how low can you go? Your rings your things, your house your spouse, bow-wow-wow yippie-yo yippie-yay, motel, hotel, Holiday Inn! As you can tell we're so down with rap that it hurts, especially with the amount of gold chains and LL-style Kangol hats we continue to wear long after they went out of fashion.

SMOOTH MOVES

Even Les has been known to slip into an old-skool Adidas tracksuit and start breakdancing while Pete waxes lyrical and freestyles on the mic – okay, maybe we don't go that far – we're far too busy playing games instead. But since we got our hands on a copy of Parappa The

Where's the Parental Advisory sticker?

Break records in this bonus kung fu training game. And no, you're not imagining it – they are onions

"Some of the funniest tunes you'll ever hear"

Rapper 2, we've been living out our hip-hop fantasies in a bling-bling style.

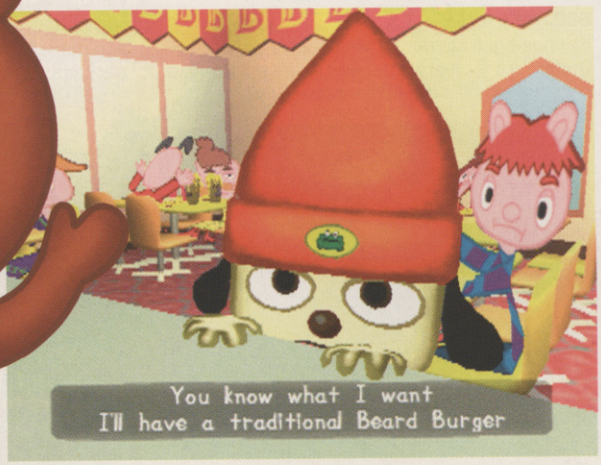
Yep, Parappa The Rapper, the paper-thin hound dog that rhymes better than Snoop Dogg himself is back, in an even phatter sequel. In fact, it's also fatter, due to a lot of the fancy new 3D effects, but thankfully the stylish pup and his pals are still drawn in the same distinctive flat style as the original.

Having won the heart of Sunny Funny, Parappa faces a new task – defending his town from the evil Noodle Group, which plans to turn the world's hamburger supply into noodles. No we don't know why either, it's all a bit bizarre, but that's quite typical of the crazy world that Parappa inhabits.

NOW REPEAT AFTER ME...

If you missed the first game – and judging from the low sales, you probably did – it's as straightforward and fun as they come. Basically, it's a funky-fresh version of Simon Says, where our hero will find himself in a scrape and needs tuition to overcome his dilemma. This tuition comes in the form of raps delivered by some weird-looking characters – a kung fu master that happens to be an onion and a BMXing moose are just some of the strange sights. All you and Parappa have to do is listen to each line of the rap and repeat it, pressing the buttons on the joypad to match the symbols being shown on screen, keeping in time with the dope beats, boyeee!

Boasting a distinctive cartoon style and some of the funniest tunes you'll ever hear in a game, Parappa the Rapper 2 looks like it'll be just as fun as the first. Whether it sells this time is another matter. Peace out!

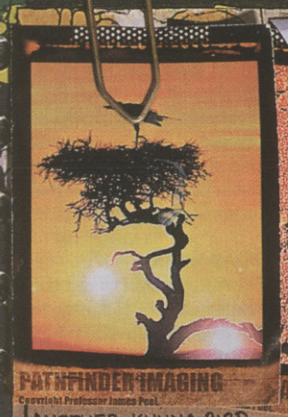


I think we all like a nice bit of Beard Burger, don't we?

CVG RECKONS

Great fun with some cool extras, but looking a little too short to warrant a full-price release. Any ideas, Sony? **Alex H**

THIS IS THE JOURNAL OF KIT SCOTTESQ, EXPLORER AND PILOT, AGED 10 2/3.



ANOTHER KHUNA BIRD - UNFORTUNATELY NOT THE ROWNTREE THOUGH.

FOOTPRINTS AND STRANGE TREE DRAWN BY THE CREATURE.

Well, now I had a key, but no idea what it unlocked. As the vegetation thinned out to become rocky desert, I spotted a small black creature. It seemed to be drawing in the sand in front of an imposing temple, carved into a rockface ahead of me. Turning as if to make sure I had seen him, he scampered inside. On closer inspection I discovered he had been drawing a clumsy picture of a tree with five blobs that could be fruits. Certain that the creature must know something about The Rowntree I followed the clawed footprints into the cool darkness of the temple.

THINGS I HAVE COLLECTED ON MY JOURNEY

- A LARGE KEY.
- VARIOUS MAPS.
- A CROW'S FEATHER.
- AN OLD COMPASS.
- FRUIT PASTILLES.
- FRUIT GUMS.
- BURSTING BUGS.
- ANCIENT PARCHMENT.
- SORE FEET.

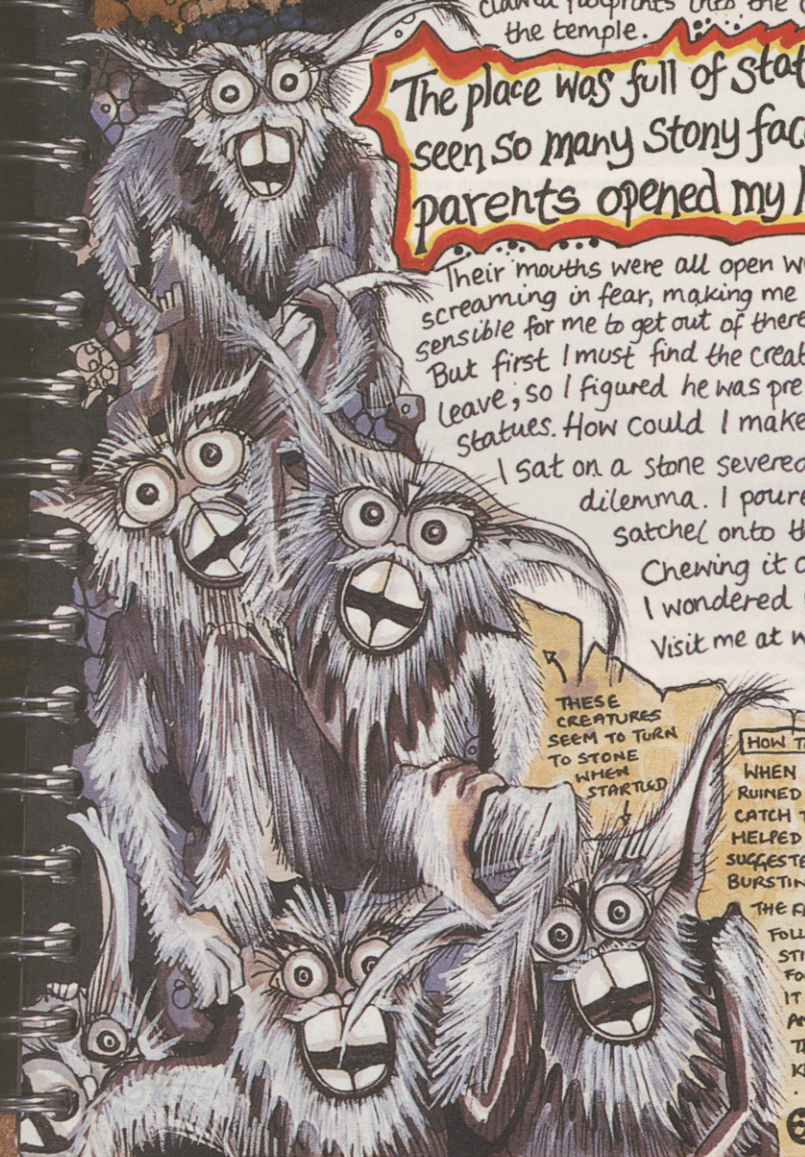
DAY 27
DESERT
VERY HOT

The place was full of statues. I hadn't seen so many stony faces since my parents opened my last school report.

Their mouths were all open wide like they were screaming in fear, making me think it was probably sensible for me to get out of there as quickly as possible. But first I must find the creature. I had seen no-one leave, so I figured he was pretending to be one of the statues. How could I make him give himself away?

I sat on a stone severed head to ponder my dilemma. I poured the contents of my satchel onto the floor for inspiration. Chewing it over on a Fruit Pastille, I wondered what I could use.

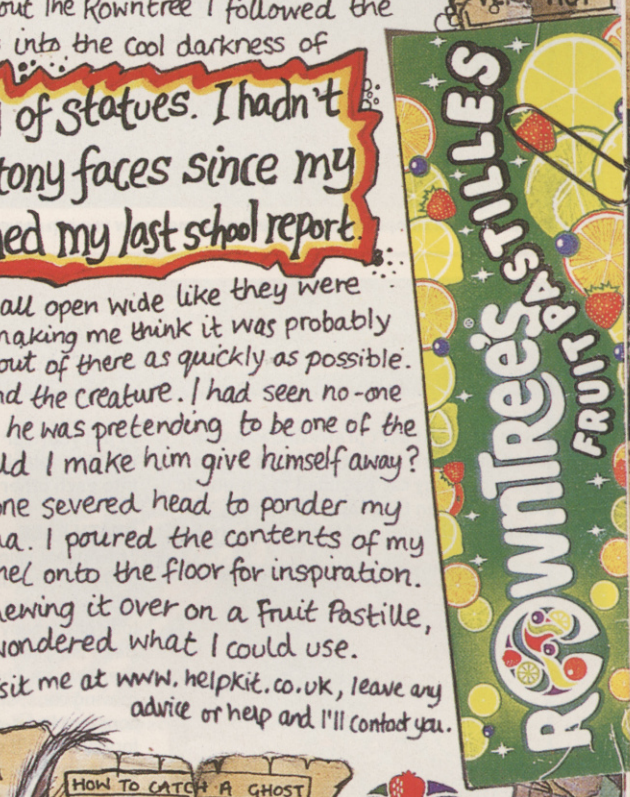
Visit me at www.helpkit.co.uk, leave any advice or help and I'll contact you.



THESE CREATURES SEEM TO TURN TO STONE WHEN STARTLED

HOW TO CATCH A GHOST

WHEN I WAS BACK IN THE RUINED CASTLE, TRYING TO CATCH THE GHOST, I WAS HELPED BY A READER WHO SUGGESTED I SQUEEZE BURSTING BUG GUTS ONTO THE FLAGSTONE AND THEN FOLLOW THE STICKY FOOTPRINTS. IT WORKED AND I FOUND THE HIDDEN KEY.



SEARCH FOR THE ROWNTREE

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MOTOGP 2

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **NAMCO** PUBLISHER: **SONY**

Being back in the saddle of MotoGP 2 is a reassuringly familiar experience for anyone who shredded rubber in Namco's first bike racer. The two-wheeled petrol guzzlers have the same distinct, edgy feel as before, and they still twitch as you pull on the throttle hard into a corner. Along with some of the better and more well-known tracks, such as Donnington and Suzuka, many of the riders from the original are in here too.

The detail's been ramped up since the first game – now you can see reflections on the bikes

Even the Challenge mode makes a comeback, though the rewards you get for completing tracks within the tight time limits have obviously changed.

As for other new stuff... well, there's not a great deal. There are five new tracks, making a total of ten, each based on circuits from the FIM Racing World Championship. The rider roster has also been updated, and the bikes given a fresh lick of paint and this season's sponsor logos slapped on the side.

ROAD HOGS

Glossy paintwork isn't the only improvement the bikes in MotoGP 2 offer though. The ability to tweak your superbike has been expanded, but the game's arcade feel hasn't been compromised – you can adjust stuff like the

The riders shift in their seats as they glide around the corners at breakneck speeds

CRASH

FORMAT: **XBOX** OUT: **MARCH** DEVELOPER: **RAGE** PUBLISHER: **RAGE**

It ain't subtle, it ain't pretty and you won't come through it unscathed. So if you don't want your nice shiny car pounded to a metallic pulp then don't even think about entering Crash. Because the name of the game here is to put your car in a tight little arena with a load of other vehicles, then drive around smashing into each other until only one is left moving.

Not much point calling the RAC out now

DEATH RACE

The appeal is instant, there is nothing to learn and you don't have to bother with a manual. Within minutes of hitting Start, the course will look like a busy supermarket car-park after Mr Bean tried to park – little pieces of car everywhere. The only rule is the last car left moving wins, so you'll learn pretty quick that constant head-on collisions are not the way forward. You'll need to be swinging the back end around arcade style to cause maximum mayhem but minimum damage to you.

It's still early days with only a few courses playable, but there's plenty of beautifully detailed cars to smash up. What we've seen follows very closely to the Destruction Derby games on PSone. The Bowl course starts with

Never did quite manage to master parking when itwas i

"Pound shiny new cars into crumpled wrecks"

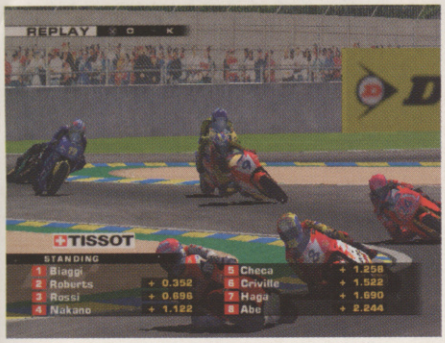
"Take the corners slow or eat a gobful of gravel"

stiffness of the suspension and brake dampening without faffing around in mechanic shops like Gran Turismo 3. And the difference out on the tracks is instantly noticeable.

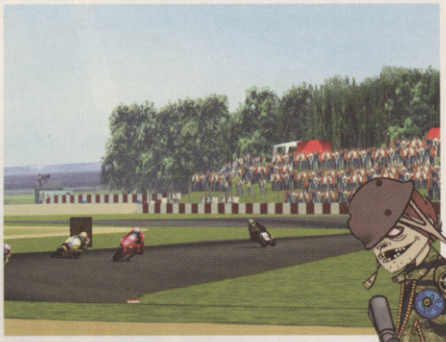
Good job too, because you'll need to fine-tune your motor to tackle one of MotoGP 2's other new features – wet weather. And when we say wet, we mean totally drenched. Rain splatters on your visor as you cruise around the track, drastically cutting your visibility to little more than a few feet. The bike skids and swerves if you hit a corner too fast, so the one way to avoid chewing concrete is to keep the revs low and only make a move to overtake on the longest straights.

The same applies to racing against a mate in wet conditions, but because there's only two of you competing, one single error could cost you the race. So make sure you take it slow and steady, or eat a gobful of gravel.

These are all proper riders from the FIM



Visibility is drastically reduced when the wet weather draws in. Cut your speed or crash

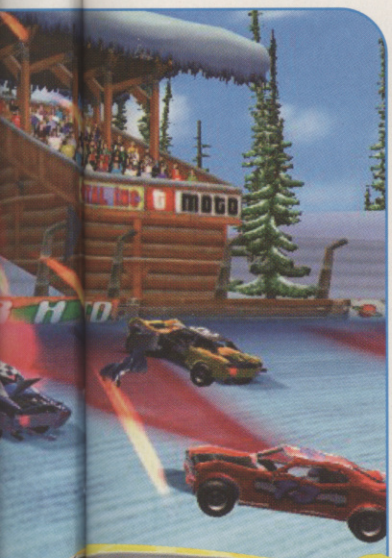


The replays are still lush to look at

CVG RECKONS

No surprises here, but for two-wheeled tyre-burning that's sufficiently different from most racers, MotoGP 2 won't be beat. **Alex**

...when it was icy out there



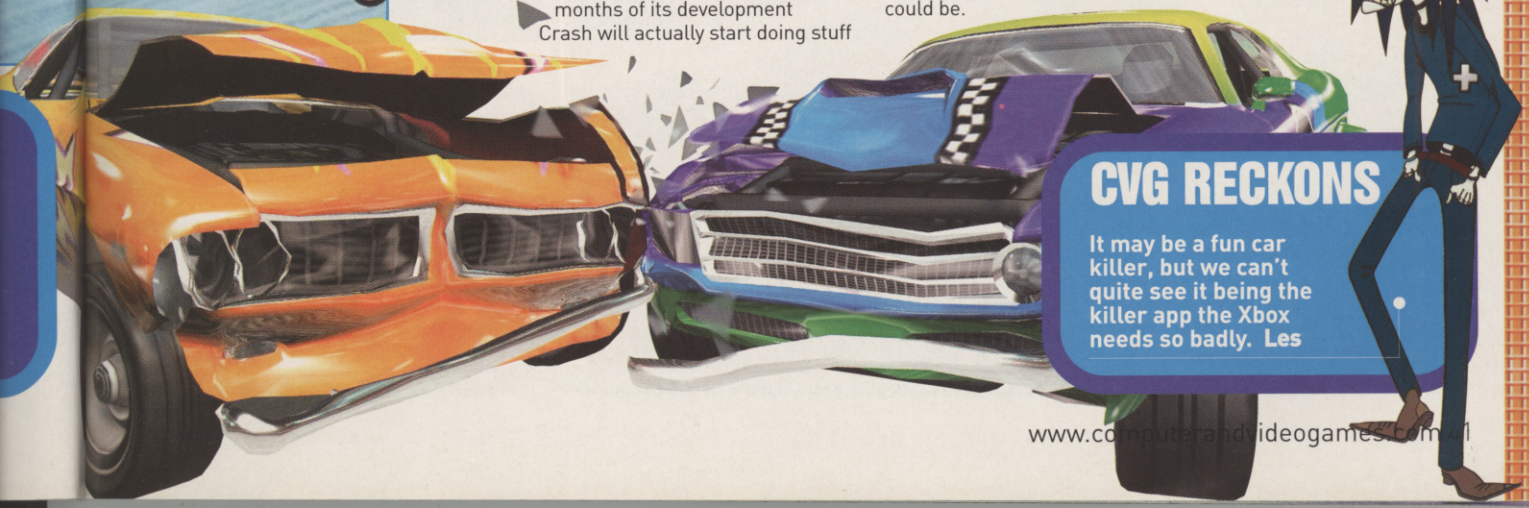
The cars have cool paint jobs

The more spectacular the collision, the more points you get

everyone racing to the middle for a big collision, followed by the survivors circling to pick off stragglers. The Oval needs a bit of forward planning and on the icy course you try manoeuvre with no grip in your tyres at all.

CRASH AND BURN

It remains to be seen whether in the last few months of its development Crash will actually start doing stuff on Xbox that PS2 can't do. It will certainly need some tightening of the handling and more imaginative course designs to make this dollop of car carnage the irresistible prospect it could be.



CVG RECKONS

It may be a fun car killer, but we can't quite see it being the killer app the Xbox needs so badly. **Les**

SMUGGLER'S RUN 2 HOSTILE TERRITORY

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **ROCKSTAR** PUBLISHER: **TAKE TWO**

Most driving games are so predictable with their strict course boundaries that you can't cross. Smuggler's Run 2 is different. It gives you a massive landscape, complete with huge hills and deep valleys, pats you on the head and says, "There you go, why not drive around and enjoy yourself a bit?"

Mind you, most driving games don't have you dealing with crossfire, landmines and avalanches either.

MINI-GAME MANIA

The single player smuggling missions have you racing to pick up contraband, destroy vehicles or chase someone across the desert – an improvement over the last game which became a bit predictable with its objectives. Throw in a bunch of carnage-related mini-games that have you playing bomb-tag and capture the flag (among others), and you have more than your average off-road racer.

But speed and exceptional handling capabilities aren't all your only tools for getting away from the attention of your law enforcement pursuers. Traditional oil slicks and smoke screens are joined by the less conventional method of exploding barrels thrown out of the back of your vehicle to trash any chasing motors. One point worth noting: many people complain about the pop-up and draw distance in PS2 games, but in Smuggler's Run 2 you can see for miles. As you head towards the horizon, hills and objects slide towards you smoothly, rather than suddenly appearing from nowhere.

FORGIVING AND FUN

Despite the missions, the weapons and the terrain, the main change has been to make the game more fun. There's more to do and, though the physics feel that much more realistic, it's a lot more forgiving when you are bouncing around the countryside, and you don't spend quite as much time off your dirt-buster. Could be one to look forward to if the tight corners of your F1 games or the lack of weapons in Gran Turismo 3 are getting you down.

Blast over mountains to pick up the package

Smash through this small town to evade the law, make your delivery and get the hell out!

"Violent, politically incorrect racer – and proud of it!"

The next step for speed traps – heavy artillery

Like one of the three wise men, follow the sign in the sky to reach your goal – but it won't be a stable

Turbo boosts are limited, so go easy on them

CVG RECKONS

It's chaotic free-racing action from beginning to end, and it looks like having enough new features to make SR2 a worthwhile sequel. We'll try and sneak our review over the border for next issue. Les

The power and the gory.

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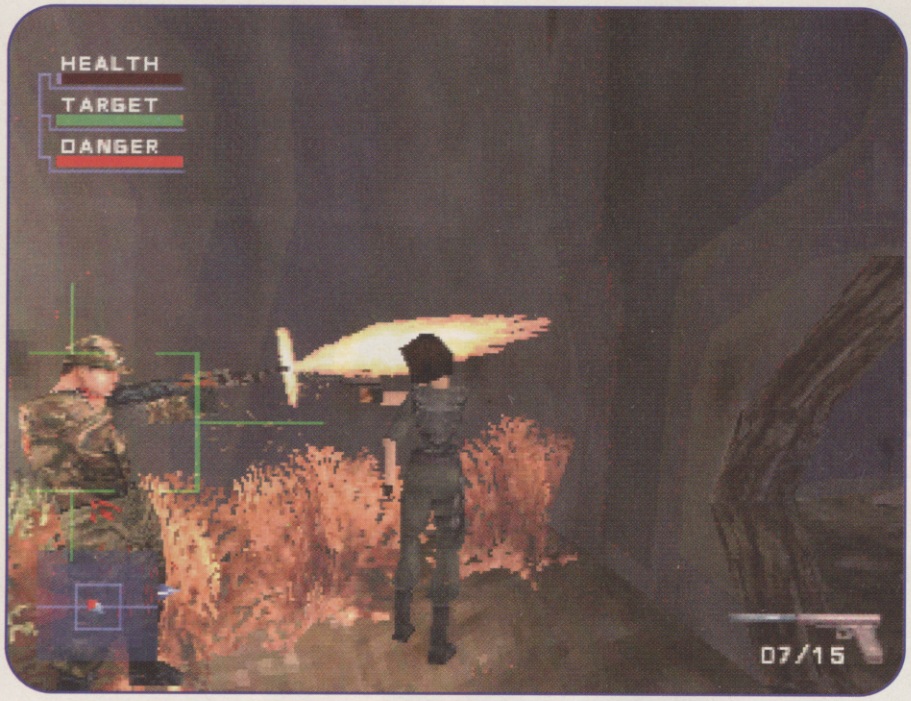
If his gun was an inch to the left there wouldn't be much left of your head



Gabe Logan is the man who does the jobs James Bond takes a sickie to avoid. Assassinating terrorists, rescuing hostages, destroying jungle bases – all in a day's work. So if anyone in Hollywood's looking for the next great action hero, their search is over. Logan rivals anything Bond and Arnie can produce for sheer explosive action.

SUPER SPY-GUY

The control system here really makes you feel part of the game, rather than being on the outside looking in. Creeping up on terrorists, leaning round corners, getting your sights on their heads for the perfect one-shot kill – using your skills and equipment to maximum effect gives you a feeling of total immersion. Syphon Filter 3's wide open environments and multi-objective missions will have you hammering the trigger button one second, and the next stealthily crawling along using your mine detector. But whatever your task, your attention is always on the screen, not the pad.

Whether you're sat in a hotel room using the sights on your sniper rifle to zoom right in on your target in the building opposite, or dropping to your knees as you notice on your scanner that someone is about to come round the corner, there's always an air of uncertainty that keeps you on your toes. You'll never feel safe or able to take a breather.

SYPHON FILTER 3

FORMAT: **PSONE** OUT: **NOVEMBER** DEVELOPER: **SCEA** PUBLISHER: **SONY**

Sneaking through the heart of an enemy base

Good snipers remember to use the scope, Gabe

TWISTED PLOT

But the really clever bit is the plot and the way the story holds everything together. At the beginning you are in front of a US senate hearing that's investigating the previous missions and the Agency which ran them. As they probe into your actions, you get to play the missions they are talking about – we've never seen it done like this before and it works for us.

But let's face, it could have a genius-like plot but it wouldn't mean jack unless they gave you some cool new toys to play with. So far, we've come across a mine detector, a heart-beat monitor that lets you detect enemies before you

The targeting system lets you fire on the move, but your aim will be much less accurate

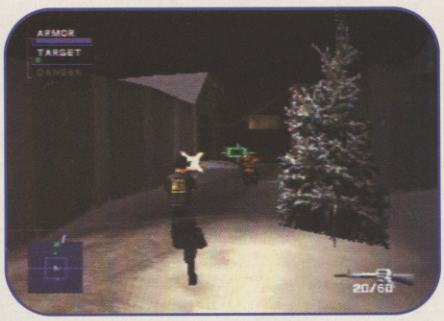
Night-vision goggles would be handy here

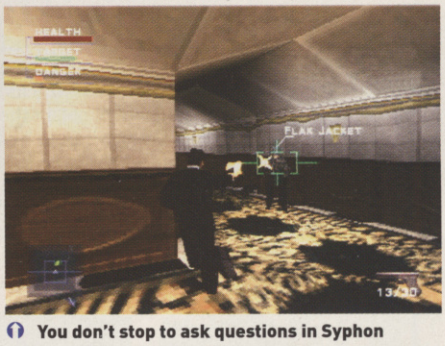
SYPHONED OFF?

After the shocking events in New York recently, Sony is looking at the content of Syphon Filter 3 to see if it's a bit close to the bone to release so soon after. It's possible that SF3 (along with loads of other titles – see p12) may get delayed until January next year rather than face being banned for bad taste.

Blasting rounds into someone's chest when they're wearing a flak jacket is wasteful. Try a headshot

Wrap up warm for the winter missions





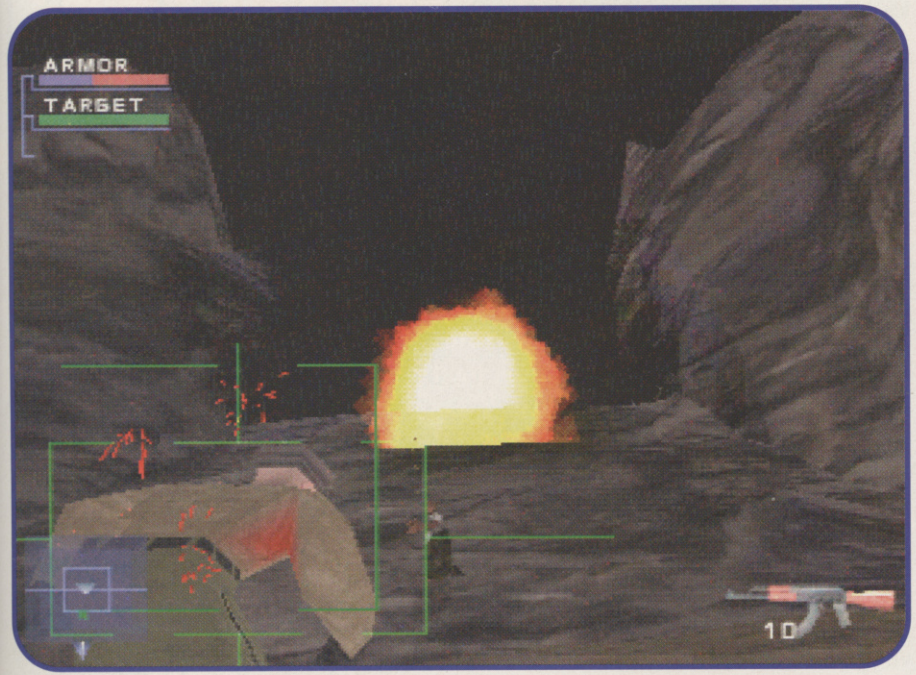
You don't stop to ask questions in Syphon Filter 3. You let them eat lead. In large quantities

"You're not just playing as Gabe – you ARE Gabe"

can see them, an x-ray gadget that lets you spot enemies through walls and a high-powered gun for blasting straight through them when you do.

DUELLING DUO

Success using all these Bond-like gadgets to complete one-player missions opens up mini-games and extra two-player levels. Multiplayer sees you and a mate going head-to-head in Tag, Scavenger Hunt and Target Practice modes, or if you feel a bit less competitive, the developer is looking at putting in a special co-op mode. The unlockable mini-games feature special missions like escaping from bases, eliminating guards, assassinating commanders and retrieving vital objects. Basically, individual gameplay elements made into games in their own right. If the PSone is truly dead as some would have us believe, they should have told the developers of SF3, because with this in the disc drive, the old console is still very much alive and kicking.



In the mines you slide off the mine cart, down a slope, blasting all the way to hit the officer

Catch guards unawares for easy kills

CVG RECKONS

Classy stealth 'em up returns to PSone proving that old warriors don't die, they just get superior sequels. **Les**

SSX TRICKY

FORMAT: **PS2** OUT: **NOVEMBER 23** DEVELOPER: **EA** PUBLISHER: **EA**

Super-slick extreme sports extravaganza SSX is one of the few early PS2 games that still has us coming back for more. Sheer speed, simple and outrageously flamboyant courses and characters are its trademarks. So not before time comes the follow-up to the ultra-cool original. But from what we've seen and played, we can't help worrying this is going to turn out more like an expansion pack than a full-on sequel.

GETTIN' TRICKY WID IT

Tricky is focused on the classic racing action of the original, but everything has been knocked up a gear – bigger stunts, more big air, two new courses and six new characters – including a redneck called Luther sporting a mullet bigger than a beaver's tail. The new tracks have you dropping hundreds of feet through mist pulling off 'Uber' tricks – new super tricks only available when your trick bar is full.

With a host of Hollywood celebs doing the riders' voices, and world-class DJs pumping the tunes, EA is aiming to dazzle us with sweet sounds, but it's fresh gameplay elements we're gagging for, not just a glitzy facelift.

This should be called SSX Biggy. Big tricks, bigger air and massive afros

Power up for an Uber trick

Keep your eyes on the track now boys, not on the afro

Stick to the red markers for the best racing line and time

CVG RECKONS

Few new additions mean Tricky could end up more of a tune-up than a true sequel. **Mike**

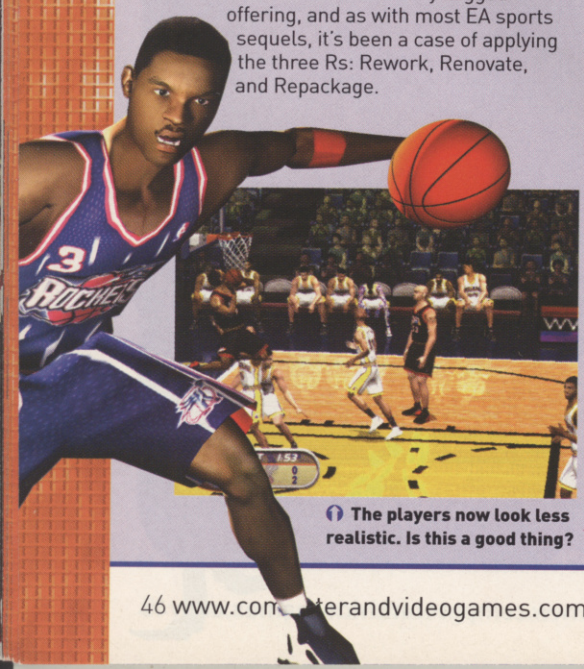
NBA LIVE 2002

FORMAT: **PS2** OUT: **NOVEMBER 16** DEVELOPER: **EA** PUBLISHER: **EA**

We're slowly turning into Americans. Or at least that seems to be EA's master plan, as it keeps relentlessly shoving an endless line of Yankee sports games our way, with basketball being at the top of the list. And someone's buying them, so they must be right – we *are* turning into the 51st state of the USA.

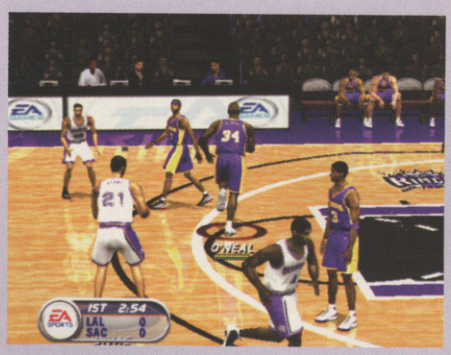
KEEPIN' IT LIVE

NBA Live 2002 is the latest lanky-legged offering, and as with most EA sports sequels, it's been a case of applying the three Rs: Rework, Renovate, and Repackage.



The players now look less realistic. Is this a good thing?

Lose your marker and pop in a three-pointer



Unsurprisingly therefore, the gameplay is staying very faithful to NBA Live 2001, with the main additions being a bundle of new dunks and moves around the hoop. But where EA is concentrating its efforts is in slightly restyling the look of the game and adding a whole new play mode. Franchise mode sees you managing an NBA club, scouting and drafting rookies and the like – you know the score.

In a slightly bizarre move, rather than trying to make the players look more realistic, EA has redesigned the visuals so that they are more colourful and look a bit more 'gamey'. If only they'd taken that idea a step further and made a funky cel-shaded game we might be a bit more excited. Never mind.

There's a traffic jam in slam-dunk land

Get physical and storm the hoop

CVG RECKONS

In true EA style, expect similar slam-dunking action with a few new features chucked in. **Mike**

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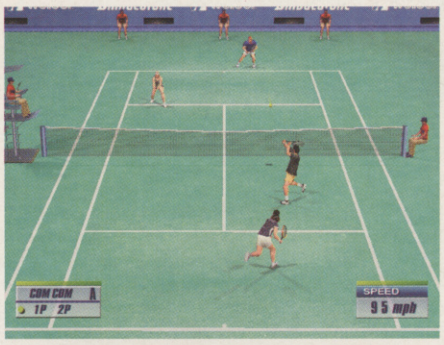
TV style cutscenes add to the realism, though they will annoy you after a few hours

The DC's finest multiplayer action is back



Venus or Serena? In real-life you can tell them apart by playing styles, but sadly you can't here

VIRTUA TENNIS 2

FORMAT: **DREAMCAST** OUT: **NOVEMBER** DEVELOPER: **SEGA** PUBLISHER: **SEGA**

Virtua Tennis: your chance to watch the greatest names in tennis battle it out in the finals of tournaments all over the world from the comfort of your sofa – just like the British tennis players do every year. It also ranks as one of the best DC games ever, and certainly the best multiplayer game on Sega's machine, especially on a widescreen telly. Fitting then, that the sequel is going to send the DC off in style.

GAME, SET AND MATCH

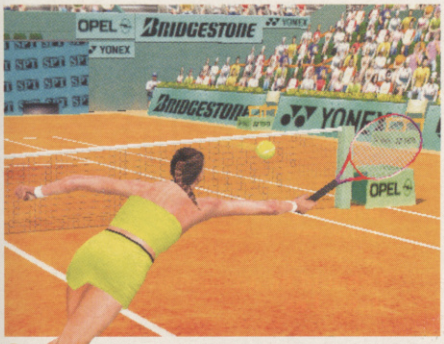
Fifteen tennis superstars and one token Brit make up the Virtua Tennis 2 roster, and this time the women get in on the act too, with the mighty Williams sisters and their butch colleagues all playable. And as if that wasn't enough, you now get the chance to create your very own player and train them up to take on the revamped World Circuit mode in tournaments and challenges.

As before, you play on the various circuit surfaces (clay, grass and artificial), only now the stadiums have been rendered in much more detail. "So what?" we hear you ask. Well, with the big step up in camera angles used during the game and the various replays, you'll be seeing a lot more of your surroundings.

The controls have been kept as simple as before, although there are new varieties on the cross-court shots and dives that the players make. So you now have more moves to suit your style, be it serve and volley or baseline domination. All of which gives Virtua Tennis 2 a bit more depth and challenge.

The usual Wimbledon situation – no sign of a British player anywhere near the Finals

"Just as easy to pick up and play as before"



Diving may be spectacular but, if your opponent hits it back, you'll never get up in time

Despite these tweaks, it's every bit as easy to pick up and play as before, so within minutes you'll be sending powerful smashes straight at your opponent's face or teasing a drop-shot agonisingly out of range. And let's face it, that was half the appeal of the original.

Virtua Tennis 2 is hardly what you would call a radical overhaul, but anyone who loved the original will notice the improvements. The question is: is it enough to justify forking out another £30? Much as we agree with 'if it ain't broke, don't fix it', we think sequels need to offer a lot more than the original to give them that must-have appeal.

CVG RECKONS

The best sports game ever to hit the Dreamcast? Virtua Tennis 2 could well be staking a claim to the title. Les

MOTO RACER 3

FORMAT: **PC** OUT: **NOVEMBER 15** DEVELOPER: **DELPHINE SOFTWARE** PUBLISHER: **EA**

The previous two games in the Moto Racer series were fairly unremarkable attempts at bringing the excitement of the track to the screen. Developer Delphine has recognised its earlier failings and resolved to introduce some of the more diverse thrills of the new generation of sporting sims, such as Tony Hawk's Pro Skater, SSX and the rest.

BRINGING BIKES TO THE MASSES

Bike-racing games are hard to get right. Some concentrate so much on accurate speed and handling they completely ignore visual presentation, resulting in the feeling of riding a slick, shiny beast around a blurry track watched by zombie muppets. Not MR3. Riding around the streets of Paris in Traffic mode, you'll be stunned by the sharpness and clarity of the environments. The AI of the other bikes and cars is even more impressive. It's uncanny the way they swerve around and try to block your way when you attempt to overtake.

Check out Paris' romantic River Seine. Aww

MR3 is effortlessly easy to pick up and play, even if you're a novice to bike games. They've included loads of different modes, meaning that if you're not too hot at full-on racing you can try your hand at the more intricate skills of Trial, opting for precision over raw horsepower. Likewise, check out Freestyle mode, where you get to pull off amazing stunts in gorgeous arenas such as the Stade de France. Well worth waiting for, even if you're not a leather-clad freak.

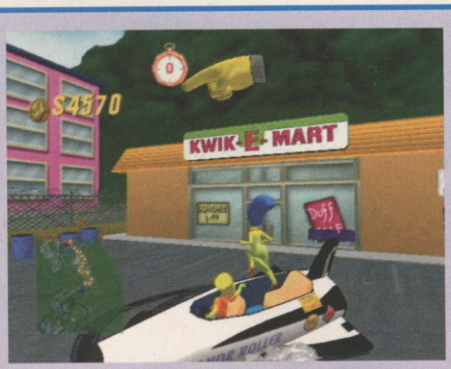
Freestyling in the Stade de France is a bit of a turn-on, but surely even those saucy Frenchies frown on doing the Karma Sutra in public

Negotiate tricky obstacles

That'll be first-person then

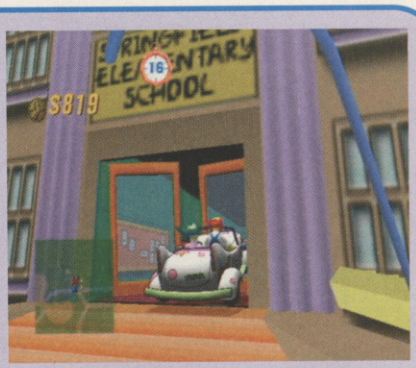
CVG RECKONS

A classy, stylish bike-racing game that aims to offer something for all tastes, and it looks like it might just succeed. Maura



Bart drops Marge off for a quick Mr Whippy

Somebody tell Barney you can't drink and drive

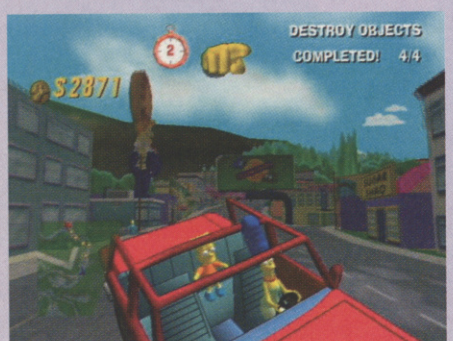


All the locations from the show will be there

SIMPSONS ROAD RAGE

FORMAT: **PS2** OUT: **DECEMBER** DEVELOPER: **FOX** PUBLISHER: **EA**

Simpsons Road Rage is Crazy Taxi in all but name and a graphical tweak, which is not necessarily a bad thing. If you get to race around Springfield as one of your favourite Simpsons characters, complete with trademark quotes, who cares what other game they may have rippe... er, paid homage to?



Good old Springfield never looked so good

KRUSTY TAXI

Choose your driver from an initially stunted line-up of Simpsons characters, then pick up other cast members from one location and drive like a loon to take them where they want to go to gain extra time and money. Sounds familiar? Even the green hexagonal destination boxes are the same as the DC classic, though at least Crazy Taxi's arrow has been changed to a hand.

What *is* new is the mission-based gameplay that gives you tasks such as knocking over items or racing Mr Burns to be first to get to the Nuclear plant. While hardly complex or original, it at least lets you unlock some classic characters, like the Mr Plow version of Homer.

Despite (or maybe because of) all these similarities, we'll eat our shorts if the Crazy Taxi-style simple but addictive gameplay combined with the greatest cartoon show on TV doesn't prove enough to be a winner.

CVG RECKONS

Crazy Taxi with shiny cartoon graphics and funny voices. But for Simpsons fans like us, it should be an absolute blast. Les

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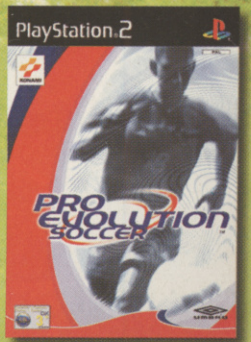

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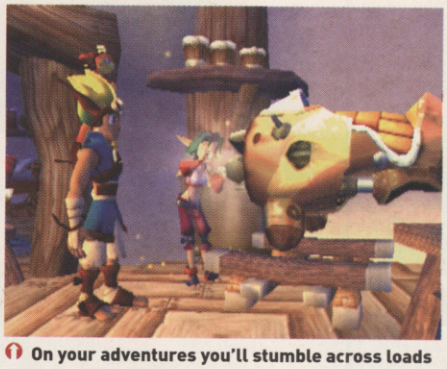
"Plays like a charm, looks a million dollars"

So you're out one night and your best mate falls into a mysterious pool of gunk and turns into a weasely little rodent. Most of us would beat the stinky vermin dead with the nearest blunt object, but Jak heads off on a mission to restore his cheeky pal Daxter back to his old self. And what ensues is a rich Technicolor adventure that sees you leaping through the most breathtakingly awesome 3D environments ever seen in a platform game.

Daxter kicks back and relaxes as his pal, Jak, makes like a swim-hat. Note the cool water effects



On your adventures you'll stumble across loads of kooky characters and crazy challenges

JAK & DAXTER

FORMAT: **PS2** OUT: **DECEMBER** DEVELOPER: **NAUGHTY DOG** PUBLISHER: **SONY**

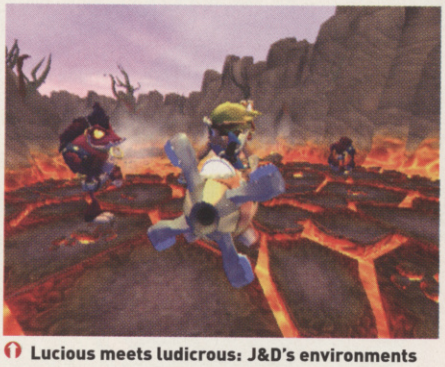
TREAT-FILLED WONDERLAND

What'll strike you most when you start wandering through the early areas such as Sandover Village and Forbidden Jungle is the fact that the landscapes are utterly packed – all are rammed with fantastically sculpted obstacles that make totally immerse you in the world of Jak & Daxter.

As you progress through the game, more areas open up, and you soon realise that you're roaming around an impressively large and seamless environment. But Jak & Daxter isn't just a boastful display of luscious eye-candy, because underneath this pretty exterior lies some equally handsome gameplay.

JUMPIN' JAK FLASH

Controlling the main character, Jak, is perfectly intuitive – well you'd kind of expect that from the folk at Naughty Dog, who originally brought us the Crash Bandicoot games. Jumping around, grabbing onto cliff edges, upper-cutting kooky baddies, and negotiating tricky terrain becomes second nature within a matter of minutes, enabling you to get into the thick of the action from the word go.



Lucious meets ludicrous: J&D's environments are always absorbing and utterly impressive

Jak is the straight man in a classic double act

And with a massive host of weird and puzzling objectives to complete throughout the game – such as herding Yakows into their pen and unblocking Eco-Harvesters – it seems there might be enough action to keep even the hardest of hardcore platformer freaks happy for a long time to come.

Klonoa 2 and Rayman Revolution have been the only decent platformers on PS2 so far, but it's time to up the ante and Jak & Daxter is set to do just that.

Stray too far into unchartered waters and this huge fish gobbles you up and spits you out

CVG RECKONS

Get ready to be blown away by some of the finest-looking, sweetest platform action ever seen on PS2. Mike

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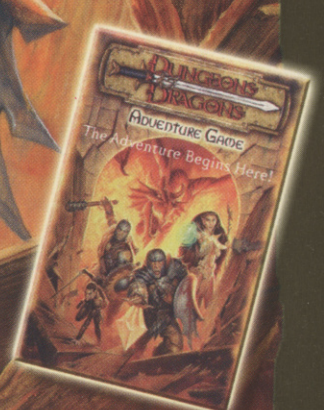

Game Support Line: 08457 125599

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Afro Man	Because I Got High	61223
Destinys Child	Emotion	61264
Britney Spears	Iím a slave for you	61225
Michael Jackson	You rock my world	61197
City High	What would you do?	61198
Bob the Builder	Mambo no 5	60047
Bell + Spurling	Sven, Sven, Sven	61265
DJ Otzi	Hey Baby!	61220

Pop Tones

61255	Limp Biskit	*Boiler*	61193	Steps	*Chain Reaction*
61194	Alien Ant Farm	*Smooth Criminal*	61205	Liberty	*Thinking it over*
61211	Uncle Kracker	*Follow me*	61253	Jennifer Lopez	*Iim Real*
60287	OPM	*Heaven is a half pipe*	61240	Gaberille	*Dont need the sun to shine*
61027	Robbie Williams	*Eternity*	61091	Nelly Futardo	*Turn off the light*
61174	Samantha Mumba	*Come on over*	61256	Natalie Imbruglia	*That Day*
61170	Victoria Bkm.	*Not an innocent girl*	61166	Shaggy	*Luv me, luv me*
61053	Atomic Kitten	*Eternal Flame*	60076	Shaggy	*It Wasnit me*
60194	Geri Halliwell	*Itis Raining Men*	61008	Gorrilaz	*19-2000*
61219	Star Sailor	*Alcholic*	60128	Gorillaz	*Clint Eastwood*
61004	Pink Mya etc.	*Lady Marmalade*	61167	Louise	*Stuck in the middle*
60174	Gaberille	*Out of Reach*	60045	Limp Bizkit	*Rollin*
60185	Shaggy	*Angel*	60129	Hear Say	*Pure and Simple*
61090	Jamiroquai	*Little L*	61159	Emma Bunton	*Take my breath away*
60142	Nelly Futardo	*Iim Like a Bird*	60200	S Club 7	*Donit stop movin*

R'n'B

61181	Mary J. Blige	*Family Affair*
61236	Usher	*You got it bad*
61016	Usher	*You Remind me*
61254	Kelis	*Young, Fresh & New*
61022	3LW	*No more (gonna do right)*
61003	Brandy	*Another day in Paradise*
60157	Usher	*Pop your collar*
61037	Destinys Child	*Bootylicious*
60024	Destinys Child	*Independent women*
60117	Destinys Child	*Survivor*
60186	Sisqo	*Thong Song*
61217	Mariah Carey	*Never too far*

RAP

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61261	2 Pac	*Letter to my unborn*
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61244	R Kelly	*Feelin up your booty*
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60179	Missy Elliot	*Get your freak on*
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60034	Eminem	*Stan*

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Star Wars	60204

Football

60240	Glory Glory	*Man U / Spurs*	61250	3 Lions	*All*
60164	Youill never walk alone	*Liverpool*	60238	Vindaloo	*All*
60226	Blue is the colour	*Chelsea*	60137	Match of the Day	*Theme*
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Dance

61146	Superman Lovers	*Starlight*
61214	Jean Jaques Smoothie	*2 People*
61150	Sophie Ellis Bextor	*Take me Home*
61237	Armand Van Helden	*Free some time*
61072	Ian Van Dahl	*Castles in the sky*
61178	Kosheen	*Hide you*
61070	Roger Sanchez	*Another Chance*
61232	N Trance	*Set you free*
60020	Darude	*Sand Storm*
60058	Moloko	*Sing it back*
60139	Modjo	*Lady*
60276	Daft Punk	*One more time*

Garage

61231	Mis-teeq	*One night stand*
61074	So Solid Crew	*21 Seconds*
61258	So Solid Crew	*They donit know*
61171	Artful Dodger, Mel Blatt	*24, 7*
61257	Par-T-One	*Iim So Crazy*
61200	Genius Crew	*Course Bruv*
61235	The Streets	*Has it come to this?*
60169	Craig David	*Can you fill me in?*
61005	Pied Piper	*Do you really like it*
61007	Eddy Grant	*Electric Avenue*
60061	Oxide Neutrino	*No good for me*
61058	Sticky ft.Ms Dynamite	*Boo*

BOYBANDS

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60274	Blue	*All Rise*
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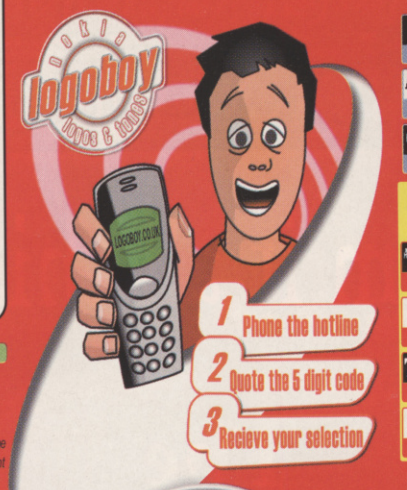

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16000	30100	13263	30233	13162
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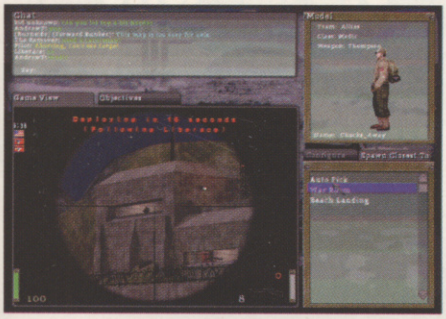
"World War II done Quake style – sweet as!"

RETURN TO CASTLE WOLFENSTEIN

FORMAT: PC/PS2 OUT: DECEMBER/TBC DEVELOPER: NERVE/GREYMATTER/ID PUBLISHER: ACTIVISION

A dozen marines peg it up the beach. Hails of bullets from Nazi machine-guns tear half your team to pieces in seconds while the rest take cover. A lieutenant calls in a massive airstrike, lighting up the twilight, but before you can charge, a sniper shoots your helmet clean off and follows up with the death shot. Lucky, then, that this is World War II done Quake style. While you're in limbo waiting to respawn, a medic leans over your twitching body and it's instantly game on again.



Choose your class – and your respawn point

BACK IN JACKBOOTS

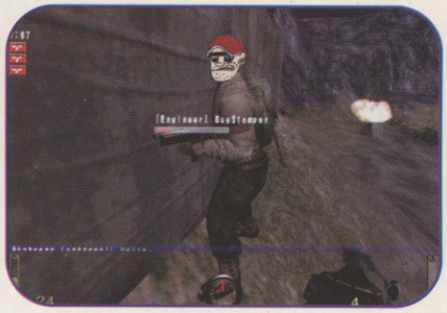
Wolfenstein is promising to be the rounded solo and multiplay experience that Quake 3 wasn't. We'll have a full one-player preview next month, but what's already obvious from the multiplayer demo posted online is that this is the next step on for first-person shooter teamplay.

The Allies must complete three objectives to win – all the Axis forces must do is stop them. Sounds easy? It isn't. Depending on which class you choose to play as, you'll be drawn into different roles using different tactics, and teamwork is essential. For instance, snipers, flamethrower and rocket-launcher troops will need to protect Marine engineers so they can plant dynamite to breach the beach, while the Germans must man pre-set heavy machine-gun nests for extra firepower.

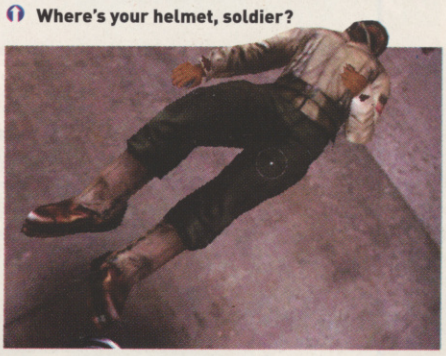
WAVING RYAN'S PRIVATES

Whichever side you play, it's carnage. Grenades bounce through gun slits, gibs fly, human torches blunder around and bodies are blown over walls. Combat feels similar to Quake with two major differences – you'll only get healed by Medics, and when you die you can wait up to a minute to respawn. It's frustrating at times, but it really makes you think before going all heroic.

The demo (www.planet.com) is just a taster. Since the single-player plot features reanimated zombie beasts, the full multiplayer game should offer far more varied scenarios and maybe even the chance to play as a brain-sucking ghoul. We're standing to attention already.



Where's your helmet, soldier?



He's dead. That's a live grenade. You're next

"I said HEAL him!" It's vital someone on your team chooses to be a medic. They carry guns too

CVG RECKONS

It's probably morally wrong, but damn – World War II is fun! And this is just the demo. **Pete**

The Allies first objective is to breach the sea wall defences. Blow the door with explosives, then pile in and clear the machine-gun nests with flamethrowers

POLAROID PETE

FORMAT: **PS2** OUT: **DECEMBER** DEVELOPER: **IREM** PUBLISHER: **JVC**

Ever been walking along and seen something awesome? Like a dog chasing an old man who runs smack into a road sign, which then topples over and crushes a bus full of nuns. Afterwards you always think, "Damn, I wish I had a camera." Well, Polaroid Pete gives you that camera – and so much more.

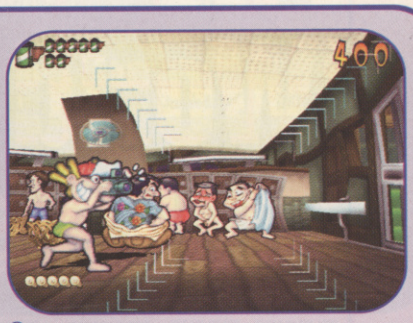
GET SNAP HAPPY

In case you hadn't guessed, the game is from Japan. It plays like a mental mixture of side-scrolling shoot 'em up and Pokemon Snap. You're sent out into the streets by your newspaper editor to get some scoops, snapping all of the crazy events going on around you. Children fall over, volcanoes erupt, giant ghost creatures attack, and you have to get it all on film. At the end of each level you're scored depending on the quality of snaps you've taken. It's repetitive and simple for sure, but we've been playing for ages and constantly spot new stuff happening in every level to keep us going.

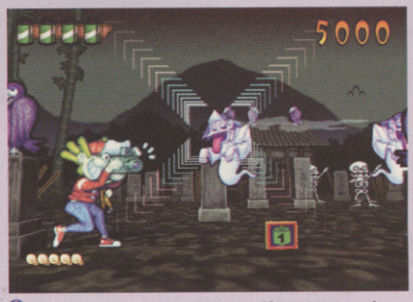
Take an especially good shot and you get congratulated

Snap folk and things happen

Monster attack! Get the scoop



Bath house fun – just don't slip on the soap



The graveyard level is ace, if pretty tough

CVG RECKONS

Some of us love it, some of us hate it. But we won't make any snap decisions. Final verdict next issue. **Lee**

Think belting through the cities from Blade Runner and Fifth Element (only without Bruce Willis or that bird who never wore much) half a mile up and at 300kph and you start to see what NYR is about on PS2.

CRAZIER TAXI

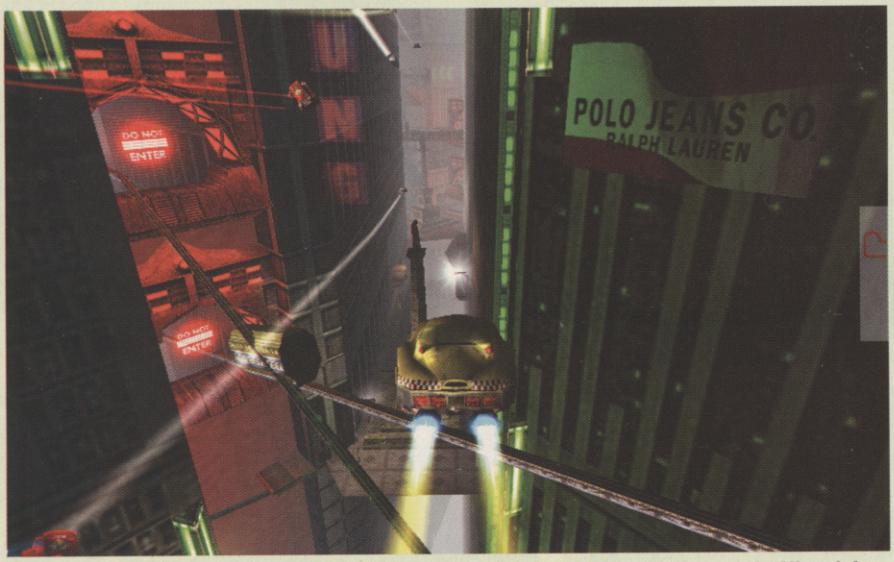
Advertising boards and lighting effects combined with a gritty look give you the feel that this is a bustling metropolis. Which it is.

While flying through narrow gaps between skyscrapers and swooping to get through tunnels and around obstacles, you also have to deal with passing traffic, and dozens of passing vehicles can be on screen at once. The courses are littered with shortcuts accessed by smashing through certain windows and advertising screens.

But what really makes NYR stand out from other racers is the need for both horizontal and vertical steering as you duck and dive through the city, and the increased acceleration as you descend takes some getting used to. This has definitely caught our attention though.

NEW YORK RACE

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **KALISTO** PUBLISHER: **WANNADOO**



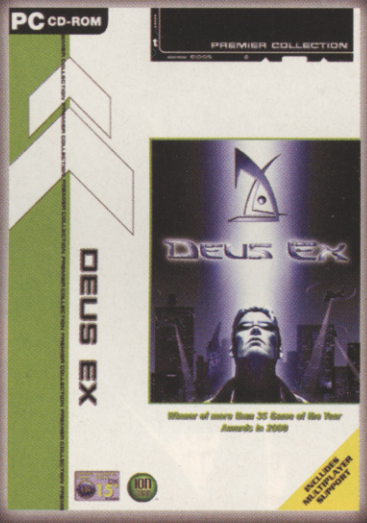
It's like Fifth Element meets The Fast And The Furious with a bit of Crazy Taxi thrown in. Mint-ola!

Pretty neat explosion effects, eh?

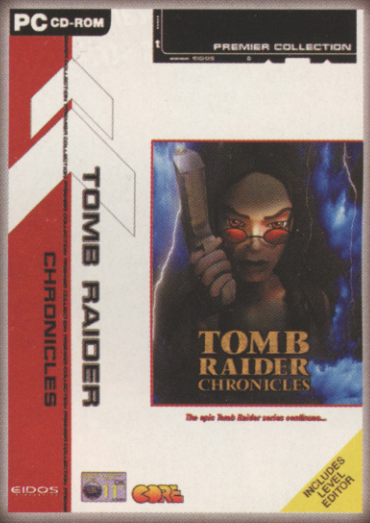
CVG RECKONS

Concept racing games always make us suspicious, but with the Blade Runner feel of the city and some unusual twists to the action, this might be one of the rare winners. **Les**

CHALLENGE YOUR MIND NOT YOUR POCKET

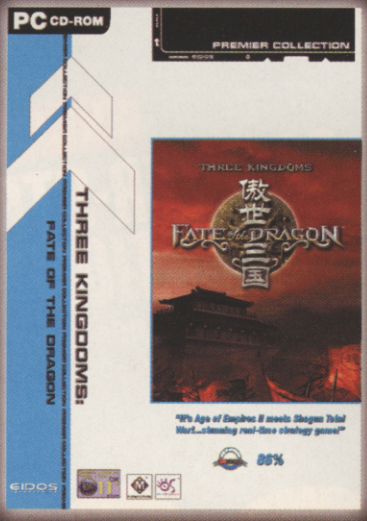


Game of the year -- BAFTA



"A thoroughly enjoyable romp."

PCZONE



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Know your games? Read CVG for years? Got an opinion? Then this is for you. To celebrate our 20th birthday, we want to know what you lot reckon are the greatest games ever made. We need your Top Ten Games, regardless of format or age. You think Powerpuff Girls rocked? Fine. Fill it in below...

01/ Game Name WE ARE 20 YEARS OLD THIS MONTH. TO CELEBRATE
Format WE WANTED TO GIVE EVERY READER BROWN
Comments ENVELOPES STUFFED WITH CASH, BUT THE SLAVE

02/ Game Name TRADERS REFUSED TO PAY CASH FOR DAN.
Format SO WE SETTLED FOR WHAT BROUGHT US HERE IN
Comments THE FIRST PLACE - THE GAMES.

03/ Game Name THROUGH THE PAGES OF CVG WE'VE WITNESSED
Format THOUSANDS OF THEM - WE EVEN MADE A FEW OF
Comments THEM OURSELVES BACK IN THE DAYS OF CASSETTE

04/ Game Name TAPES AND POKES. SO WE ASKED YOU TO VOTE
Format FOR YOUR FAVOURITE 100 GAMES OF ALL TIME.
Comments SOME WERE GUARANTEED TO MAKE THE TOP TEN,

05/ Game Name BUT THERE WERE ALSO SOME SURPRISES.
Format AND YOUR FAVOURITE GAME OF ALL TIME? TURN
Comments OVER TO FIND OUT...

100 PILOT WINGS
1991, SNES
Reach for the skies in Nintendo's fun and challenging take on flight simulators.

99 BLACK & WHITE
2001, PC
Peter Molyneux re-invents the god game genre that he originally invented. That's dedication!

98 THE SIMS
2000, PC
Create a family and guide them through life... ideal for all the Big Brother addicts out there.

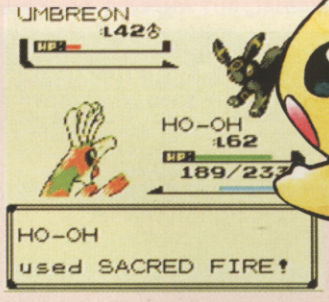
97 SILENT HILL
1999, PSone
Konami's disturbing response to the Resident Evil series takes the best elements of survival horror and manages to add psychological terror into the mix. The PS2 sequel turns the cack-o-meter up to eleven.

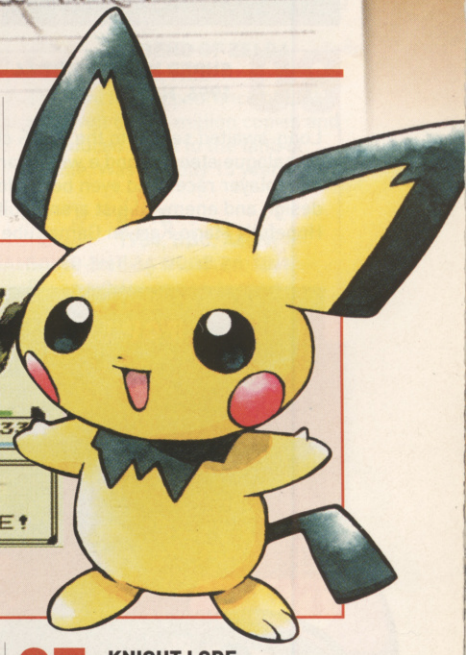
"GAVE ME NIGHTMARES FOR WEEKS – FANTASTIC!"
Geoff Murray

96 VIRTUA FIGHTER 2
1994, Arcade/Saturn
Still the best in the series – a masterclass from Sega in how to make a beat 'em up.

91 VAGRANT STORY
2000, PSone
Heavily cinematic RPG from Square that plays a bit like a medieval Metal Gear.

95 POKEMON GOLD/SILVER
1999, GBC
Number 95? Such a low placing could indicate that the craze may have subsided, but there's no denying that Pokemon is still a remarkable game. The Gold and Silver editions offer 100 new creatures between them and an internal clock. This new feature actually takes into account when you are playing, as some Pokemon can only be caught at specific times. Genius idea.





"IT LOOKS SIMPLE, BUT THERE'S JUST SO MUCH TO DO." Jai Sutton

94 STARCRAFT
1998, PC
Sci-fi set real-time strategy from the makers of Warcraft. Features some great base-building and cosmic warfare.

93 HEAD OVER HEELS
1987, Spectrum
A platform-puzzler from the good old days, with two characters to control in this end-of-an-era isometric stunner.

92 THIEF: THE DARK PROJECT
1998, PC
A creepy game with top stealth action, strategy, ingenuity and excellent missions.

90 SYSTEM SHOCK 2
1999, PC
A canny blend of RPG with first-person shooter. Keeps you on your toes as there's a sense of danger around every corner.

89 DRIVER
1999, PSone/PC
Relive all your favourite movie car chases, dodge traffic and avoid the cops. Buggy, but there's fun to be had nonetheless.

88 DONKEY KONG COUNTRY
1994, SNES
Rare squeezes impressive visuals from the ageing SNES. Lucky for us it plays great too.

87 KNIGHT LORE
1984, Spectrum
Ultimate, which later became Rare, amazed gamers everywhere with this incredible isometric 3D adventure.

86 DAYTONA USA
1994, Arcade/DC
Linked-up, it's still the best arcade racer around. Bit of a shame about the dodgy rock music that accompanies the driving, though.

85 TEMPEST 2000
1994, Jaguar/PC
No Shakespeare malarkey here – this is a hypnotic shoot 'em up based on the arcade original via the trippy genius of Jeff Minter.

84 ASTEROIDS
1980, Arcade

Pure gameplay shines through in this test of reflexes and zapping skills. Vector graphic bliss.

83 SPEEDBALL 2: BD
1990, Amiga/NES/ etc

A classic mix of extreme violence and gameplay often resulting in more fights than goals.

82 RIDGE RACER
1995, Arcade, PSone

Namco's greatest racer since the days of Pole Position gave the PlayStation a "great start, now go for the lead!"

81 STREET FIGHTER ALPHA 3
1999, Arcade/DC

The greatest fighting series ever made still shows no sign of retiring, and this is the slickest incarnation yet.

79 BANJO KAZOOIE
1998, N64

A clever little platformer from Rare that features plenty of puzzles and its trademark brand of humour.

78 SSX
2000, PS2

This PS2 launch title features super-fast snowboarding with top tunes, responsive controls and large courses to explore.

76 BUBBLE BOBBLE
1986, Arcade

Simple but fun platform thrills. Bub and Bob are changed into bubble dragons, the rest is history.

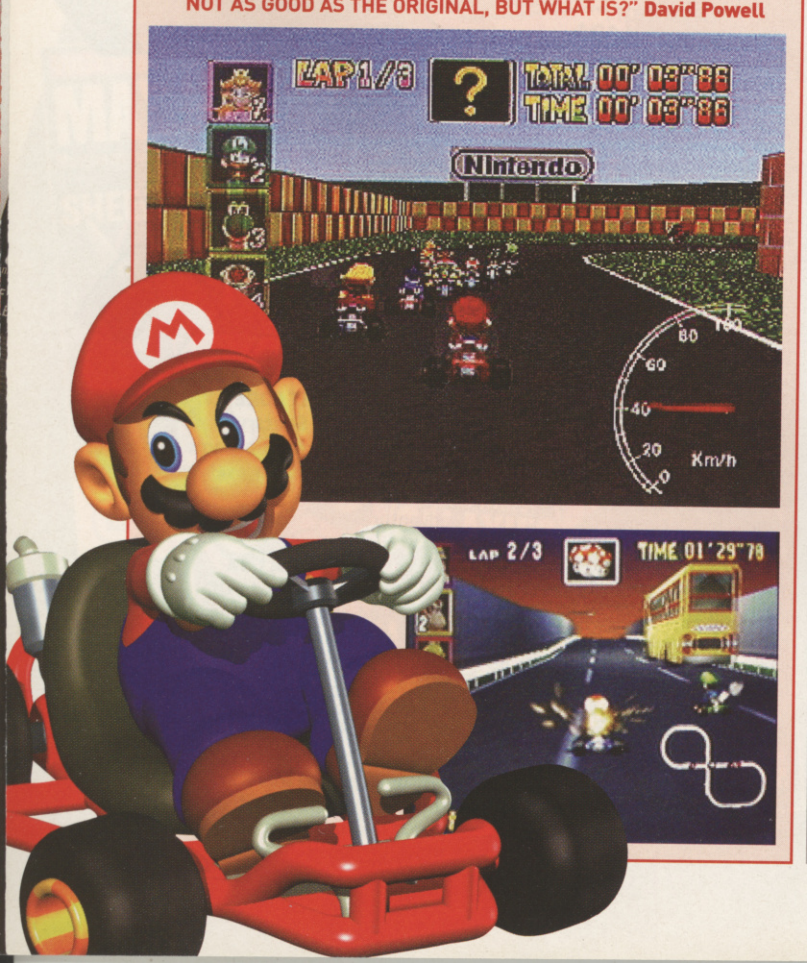
77 RADIANT SILVERGUN
1998, Saturn

Slick shoot 'em up that proved the Sega Saturn was a more than competent console when in the right hands.

80 SUPER MARIO KART 64
1996, N64

Long-awaited sequel to the SNES classic that improves many aspects – analogue steering and a wider variety of power-ups and weapons, four-player races and even better four-player battles. Sadly, the level design and enemy AI just aren't quite as magical or fun as the original. Hopefully Mario Kart on GameCube will prove to be a worthy update.

"NOT AS GOOD AS THE ORIGINAL, BUT WHAT IS?" David Powell



75 SONIC ADVENTURE
1998, DC

The 'hog's return doesn't disappoint, with Sonic displaying lightning-fast speed to traverse the stunning level design. At times it feels like you're riding a roller-coaster, but there's slower adventure parts where the story unfolds and new characters are introduced. Don't forget the Chao – cool virtual pets to nurture and race – plus a NiGHTS cameo.

"WOW! THE SPEED! MY BRAIN CAN'T KEEP UP!" Noel Garner

74 GRANDIA 2
2001, DC

An old-fashioned RPG given a modern lick of paint. Pity the story's so long-winded.

73 SIM CITY 2000
1995, PC

As mayor it's up to you to attract new business, residents and fight off alien invasions too.

72 LYLAT WARS
1997, N64

Update of the SNES classic Starwing. Great levels, multiple paths and introduced rumble!

71 GRAN TURISMO 2
1999, PSone

More cars and better handling, new Arcade mode and two-player races... what else did you expect?

67 QUAKE III ARENA
1999, PC/DC

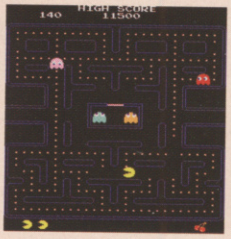
Intelligent bots in the single-player mode mean every game is now a deathmatch. Hurrah!

66 CHRONOTRIGGER
1995, SNES

The producer of Final Fantasy and Dragon Quest's designer/author team up for this massive RPG.

70 PAC-MAN
1980, Arcade

The videogame equivalent of Star Wars, Pac-Man was a phenomenon that not only gobbled dots, power pills and ghosts in an innovative maze game, but gobbled coins out there in the real world too. Sequels, duvet covers and a cartoon series soon followed.



69 OUTRUN
1986, Arcade/Spectrum/Saturn/C64

The first racer to let you actually choose your preferred route and radio station, with an unbeatable soundtrack too.

68 JET SET WILLY
1983, Spectrum

The legendary follow-up to the classic Manic Miner. It's creator, Matthew Smith, then mysteriously disappeared for 15 years after its release. Odd.

65 SAMBA DE AMIGO
1999, Arcade/DC

Shake maracas to the Latin hits. If this doesn't put a smile on your face, absolutely nothing will.

64 SONIC & KNUCKLES
1994, MD

Due to a unique cartridge, this allowed previous Sonic games to plug in and enjoy bonus levels.

63 BOMBERMAN
1987, SNES/MD/Saturn

Forget the one-player mode, Bomberman rules as a multiplayer battle. Simple but so addictive.

62 WAVE RACE
1996, N64

Jet-ski racer with ultra-realistic water and buoyancy. The tricks you can perform are good too.

58 COUNTER-STRIKE
1999, PC

Originally based on the brilliant Half-Life, Counter-Strike has evolved via the Internet into the ultimate in team combat.

57 POKEMON RED/BLUE
1995, GB

The phenomenon started here! Catch monsters and train them for battle or trading. Genius.

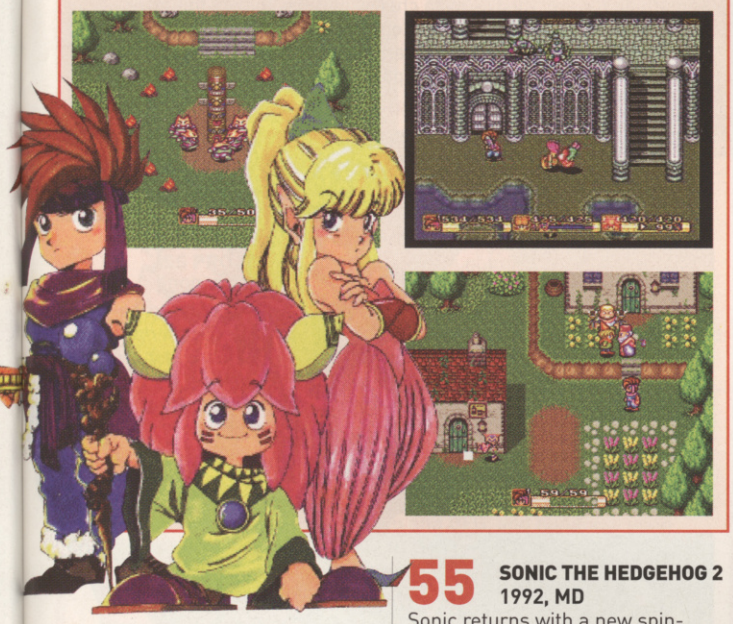
56 XENOGEARS
1998, PSone

More RPG goodness from Square, featuring giant robots and a thought-provoking story.

61 SECRET OF MANA
1993, SNES

A sword pulled from a stone causes world chaos. Three adventurers must search for eight Mana seeds to restore order. A huge adventure where you can call a friend to help you, each taking control of one of the heroes. There's no dull turn-based battles either, it's all action.

"ANOTHER MAGICAL MOMENT ON THE GREATEST CONSOLE EVER." Richard Forsett



60 MAX PAYNE
2001, PC

Slick shooter that twists The Matrix's 'bullet time' from a cool special effect into a genuine control innovation. Nice.

59 SKIES OF ARCADIA
2000, DC

Huge RPG that borrows heavily from Star Wars. It's pirate-themed, but instead of sailing the high seas you command a flying ship in your efforts to become a legend. Pity the combat system is a bit iffy.

55 SONIC THE HEDGEHOG 2
1992, MD

Sonic returns with a new spin-dash and he's bringing his friend Tails along for the ride too.

54 QUAKE
1996, PC

Single-player sucked, but this changed online gaming forever. Customisable and competitive.

53 WIPEOUT
1995, PSone

Gave the PSone a shot of cool in its infancy. A futuristic racer that looks good, boasts great control, weapons and courses and the killer soundtrack sold the console to the club crowd.

52 LEGEND OF ZELDA: LINK'S AWAKENING
1993, GB

Link's first Game Boy outing. It manages to recapture the Zelda magic on a handheld.

45 TONY HAWK'S PRO SKATER 2
2000, PSone/DC/PC/GBA

Plays like a dream, is big and challenging and now you can create your own levels.

51 TOMB RAIDER
1996, Saturn/PS/PC

Oh how the mighty have fallen! Lara's original outing was and still is a classic adventure, boasting massive levels full of secrets, surprises and plenty of hair-pulling puzzles. Quickly churned-out sequels, being associated with Cool Britannia and an action-packed but weak movie have since dampened Lara's flame. Core Design is sensibly taking its time over her next outing.

"I'LL NEVER FORGET THAT T-REX." Andy Grainger

50 RESIDENT EVIL 2
1998, PSone

Less scares as the action shifts from the original mansion to the streets... but even more zombies!

49 COMMAND & CONQUER
1996, PC/PSone

Survive missions or multiplayer skirmishes in this strategy masterpiece that introduced the power of Tesla coils.

48 UNREAL TOURNAMENT
1999, PC

Threw down the gauntlet at Quake's feet by being designed as multiplayer only with great modes, maps and weapons.

47 SONIC ADVENTURE 2
2001, DC

Even more than before, with two-player challenges and much-improved Chao-rearing. Features quite a mixed bag of levels, but Sonic still rocks.

46 DEUS EX
2000, PC

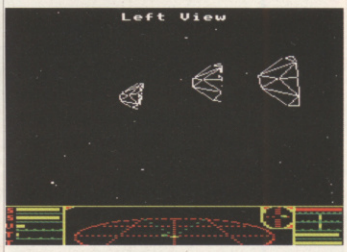
An absorbing adventure/RPG/shooter/sci-fi masterpiece that's very difficult to explain in just a few words, so why don't you just go play it instead?

44 LEGEND OF ZELDA
1986, NES

The very first appearance of Link sold well over a million copies and introduced us all to the land of Hyrule. Was it really 15 years ago?

43 ELITE
1984, BBC, Acorn

Space-trading shoot 'em up epic. Fly anywhere and truly open-ended... you can't argue with that.



42 CHAMPIONSHIP MANAGER 00/01
2000, PC

Realistic football management sim that if you're not careful will take over your life. That's a promise!

41 CASTLEVANIA: SYMP. OF THE NIGHT
1997, PSone/Saturn

Quite simply, this is one of the best platform games ever made, with fantastic level design, creatures and music.

40 VIRTUA TENNIS
2000, Arcade/DC

A simple, responsive control system makes this a winner and the extra home modes are just outstanding. Multiplayer rules, and the sequel should be just as good.

39 RESIDENT EVIL
1997, PSone/PC

It may have borrowed a lot from Alone in the Dark, but Capcom's stab at horror spawned even more imitators. The original boasts an eerie mansion populated by zombies and a crack military squad which has been sent in to explore. Littered with puzzles, traps, B-movie dialogue/acting and with some out-of-your-seat scares, Resident Evil is a genre-defining survival-horror classic.

"I NEVER THOUGHT A GAME COULD SCARE YOU. MY MISTAKE."
Ali Hussain

38 YOSHI'S ISLAND
1995, SNES

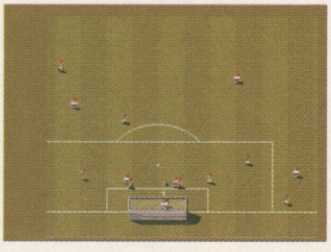
A magical adventure resembling a kid's drawing brought to life.

37 METROPOLIS STREET RACER
2000, DC

Rulebook-wrecking racer that tests your skills to the limit in stunningly recreated real cities. Outstanding.

36 SENSIBLE WORLD OF SOCCER
1992, PC/Amiga

Simple controls mean every match is down to skill. A great blend of action and management.



35 MONKEY ISLAND 2: LECHUCK'S REVENGE
1991, PC

Great humour, even better insults and, er, sea-shanty music in the continuing adventures of Guybush Threepwood.

34 CIVILIZATION II
1996, PC

It's up to you to guide your civilisation through history, battle rivals and build wonders like the pyramids. Kiss your love life goodbye – this is your new babe.

33 RESIDENT EVIL CODE: VERONICA
2000, DC/PS2

The fourth outing in the zombie-blasting series is now fully 3D with some truly incredible set-pieces and gruesome creatures. Code: Veronica is easily the best Resident Evil to date.

32 SEGA RALLY
1995, Arcade/Sat/PC

The first racer to offer the gamer a variety of road surfaces. The level design and car control are close to perfection.

31 GRAN TURISMO
1998, PSone

A wide range of cars to modify and then race, plus some stunning replays helped to make this a PlayStation milestone. And it only got better...

30 FINAL FANTASY IX
2000, PSone

An old-fashioned Final Fantasy with the emphasis firmly on fun, with lots of mini-events and a captivating card game.

29 LEGEND OF ZELDA: MAJORA'S MASK
2000, N64

Poor old Link's got just 72 hours in which to save the world in an adventure that plays like Groundhog Day.

28 SUPER MARIO BROS.
1985, NES/GBC

The portly plumber's first platform adventure, featuring koopa shells, a princess and, of course, plenty of pipes. It's still an absolute classic all these years later.

26 JET SET RADIO
2000, DC

Combining rollerblading, graffiti and being chased by the cops, Sega created one of the coolest games around with astonishing cel-shaded graphics, huge levels and a memorable soundtrack. The only stumbling block is the erratic tricks, but even these don't dampen the wow and fun factor.

27 TEKKEN 3
1998, Arcade/PSone

The third King of the Iron Fist Tournament is the most enjoyable Tekken outing so far, with a wide range of characters that offer something for everybody – even cheesy players, thanks to Eddy's capoeira moves. There's plenty of options including a side-scrolling beat 'em up mode and a bizarre game of beach volleyball! The PS2-powered Tekken Tag Tournament pales next to this classic.

"BRILLIANT CHARACTERS AND UNFORGETTABLE MOVES." Paul Lau

25 CRAZY TAXI
1999, Arcade/DC/PS2

Absorbing arcade action as Sega places you behind the wheel of a cab that doesn't even know the Highway Code was printed.

24 FINAL FANTASY VIII
1999, PSone

It may have some stunning CG sequences and Guardian Forces in your command, but it's not Final Fantasy VII, is it?

23 PANZER DRAGOON SAGA
1998, Saturn

A fine swansong for the Saturn, this huge adventure mixes an RPG with a shoot 'em up.

22 PHANTASY STAR ONLINE
2000, DC

A truly global adventure as Sonic Team utilise the DC's online play to create a memorable experience.

21 ISS PRO EVOLUTION 2
2000, PSone

Long-admired football series that goes from strength to strength... and still gets outsold by FIFA.

16 HALF-LIFE
1998, PC

First-person shooters come and go, but when they're as perfectly plotted and paced as this, well, they tend to stay in the memory. From the opening monorail ride, you just know that what lies ahead is going to be special and the ensuing action certainly doesn't disappoint. So special, in fact, that Dreamcast (nearly) got a version and PS2 is about to snaffle one too.

"A TOUR DE FORCE THAT KEPT ME UP SO LATE I LOST MY JOB, BUT IT WAS WORTH IT. CAN'T WAIT FOR A SEQUEL." Jim-Bob

15 NiGHTS
1996, Saturn

Quite possibly Sonic Team's finest hour, NiGHTS simply defies genres. It sold pretty poorly, but it's still an undoubted masterpiece. Love it! Love it! Love it!

12 GRAN TURISMO 3 A-SPEC
2001, PS2

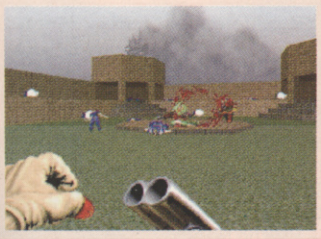
There may be less choice but the cars look more realistic than ever. However, the real improvements are under the bonnets of each car, allowing you to really feel the difference in handling. Finally a game that delivers on the promises made by Sony and the PS2.

"SINCE I GOT IT, NOTHING ELSE HAS BEEN IN THE MACHINE." Matt Wong

20 DOOM
1994, PC/PSone/N64

A space marine gets rid of demons on the moons of Mars – a simple plot but the action that ensues is unforgettable. There's a great array of weapons including the chain-gun and BFG, and hundreds upon hundreds of pink hellspawn to battle. Doom blew away everything before it and the PC market hasn't been quite the same since.

"CAN YOU IMAGINE HOW DIFFERENT THINGS WOULD BE IF THERE WAS NO DOOM?" Albert Rossi



19 SUPER METROID
1994, SNES

Huge sci-fi adventure that boasts great enemies, bosses and a brilliant surprise ending.

18 PERFECT DARK
2000, N64

Sci-fi semi-sequel to GoldenEye. Having no Bond licence didn't prevent Rare making another hit.

17 SONIC THE HEDGEHOG
1992, MD

Sega's mascot is the antithesis of Mario: sleek, sharp and super-fast... the game's not bad either!

14 SUPER MARIO BROS. 3
1989, NES

More Mario gaming goodness. Super Mario Bros. 3 was so big, there was even a movie – The Wizard – to promote its arrival. Bok!

13 SOUL CALIBUR
1998, Arcade/DC

Great characters and some devastating attacks in a stunning fighter that Namco has found hard to surpass. The Dreamcast may have died, but... "its soul lives on!"

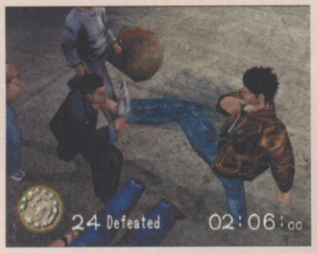
11 STREET FIGHTER II
1991, Arcade/SNES/MD

Revived beat 'em ups, became the most competitive coin-op ever and spawned one of the worst films of all time. Responsible for an entire generation of dumb-struck gamers only able to speak the phrase "Yeah, but it's not as good as Street Fighter II" once every month.

10 SHENMUE
2000, DC

A stunning adventure set in mid-eighties Japan, allowing legendary designer Yu Suzuki to not only create his first home game, but also to revisit past hits – Hang-On and Space Harrier – and borrow moves from Virtua Fighter. Best of all, there's more to come! Yessss!

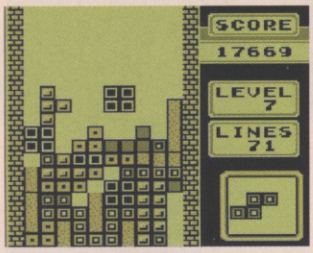
"IT'S BETTER THAN REAL LIFE." Tom Wilkes

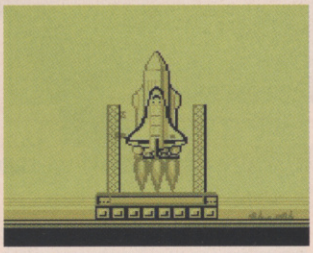


09 TETRIS
1989, GB

It's been an addiction since 1985, but it wasn't until 1989 and the introduction of the Game Boy that Tetris really became a legend and everyone started viewing the world in little blocks of four and humming THAT tune. Nintendo's handheld edition of Alexey Pajitnov's puzzle masterpiece resulted in over $2 billion in Game Boy sales. Ker-ching!

"CAN I VOTE FOR TETRIS TWICE?" Clive Davies





08 LEGEND OF ZELDA: A LINK TO THE PAST
1992, SNES

The best role-player ever? Link faces a cataclysmic struggle between the forces of Light and Dark. A memorable cast and spectacular use of the then-new 16-bit console created another gem.

"MIYAMOTO'S FINEST HOUR, A TESTAMENT TO HIS IMAGINATION." Leigh Rushton

07 SUPER MARIO WORLD
1990, SNES

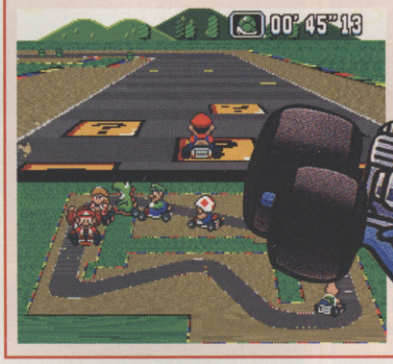
Hat-swapping magic from Mario, who changes caps to garner new powers such as flight, and there's also the addition of his dino-chum Yoshi who likes to eat apples and koopa shells. It's coming to GBA next year!

"PIPE-POPPING PLATFORMING PERFECTION." Scott Rayner

06 SUPER MARIO KART
1992, SNES

Arguably the greatest two-player game of all time and still puts most serious racers to shame. Like Robbie Williams announcing he was quitting Take That and going solo, the initial announcement of a Mario racer was met with howls of derision. Of course, Nintendo proved everyone wrong. Great course design, a brilliant battle mode and power-ups that encourage dirty play. Invest a bit of time learning the tracks and you're hooked like a popstar loves cameras - brilliant!

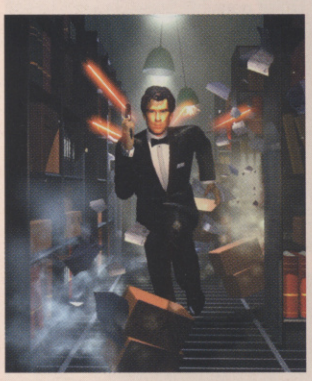
"A FUN BREATH OF FRESH AIR, LEAPS AND BOUNDS AHEAD OF THE COMPETITION." Katie Garber



05 GOLDENEYE
1997, N64

The chance to be Bond on missions that don't require gun-blazing action but an element of suave sophistication. This slick shooter rewards brains above brawn, utilising silencers and sniper rifles to dispense enemies and not alert others. A brilliant control system, great multiplayer mode and another massive hit for Rare and Nintendo.

"I BOUGHT IT FOR MY KIDS. YOU CAN WORK OUT THE REST." Steven Harris



04 METAL GEAR SOLID
1998, PSone/PC

A legendary comeback. As in the game, Solid Snake was a recluse, unseen since the 8-bit era and all but forgotten. Creator Hideo Kojima had other plans: for years he waited for technology to catch up with the ideas he always had for Snake. Metal Gear Solid is the result. Great action, memorable set pieces – Psycho Mantis, second pad fight – and a great anti-war theme.

"IT MAY BE SHORT, BUT EVERY SINGLE STEP IS SURROUNDED BY GREATNESS." R Perry

03 FINAL FANTASY VII
1996, PSone

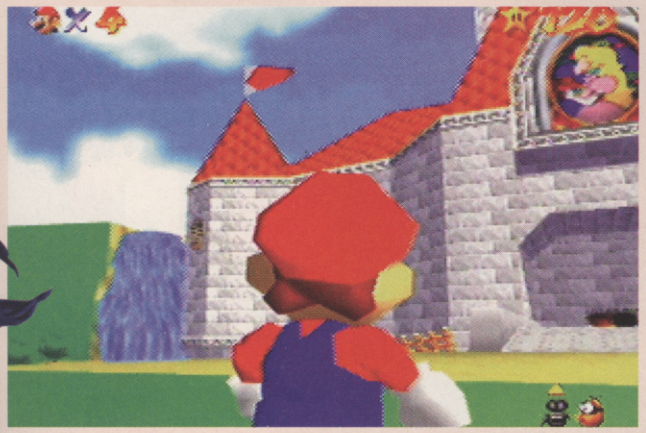
Square knew N64 cartridges wouldn't let it create the stunning movie sequences or orchestral soundtracks that've since become synonymous with the series, and so moved to the PSone. It was the right decision and perhaps one that influenced Nintendo ditching cartridges for the GameCube.

"A COMPELLING STORY, FULL OF HUMOUR AND EMOTION. THE ONLY GAME EVER TO MAKE ME CRY." Carl Sinton

02 SUPER MARIO 64
1996, N64

"It's a-me, Mario!" From the famous stretchy-faced greeting to the final battle – despite the odd camera glitch – every second shines. Mario is taken from his familiar 2D surroundings and thrown into a 3D world that feels like this is where he always belonged. Nintendo and Shigeru Miyamoto nailed 3D gaming first time at bat. Ingenious puzzles, incredible control, memorable creatures and mesmerising surroundings are the icing on the cake.

"REMINDED ME WHY I GOT INTO PLAYING VIDEOGAMES IN THE FIRST PLACE." Jake Millar



01 LEGEND OF ZELDA: OCARINA OF TIME
1998, N64

Another Miyamoto masterpiece. Ocarina of Time is a magical adventure, chock-full of memorable characters, beautiful locations and the stunning level of imagination and innovation we've come to expect in the series.

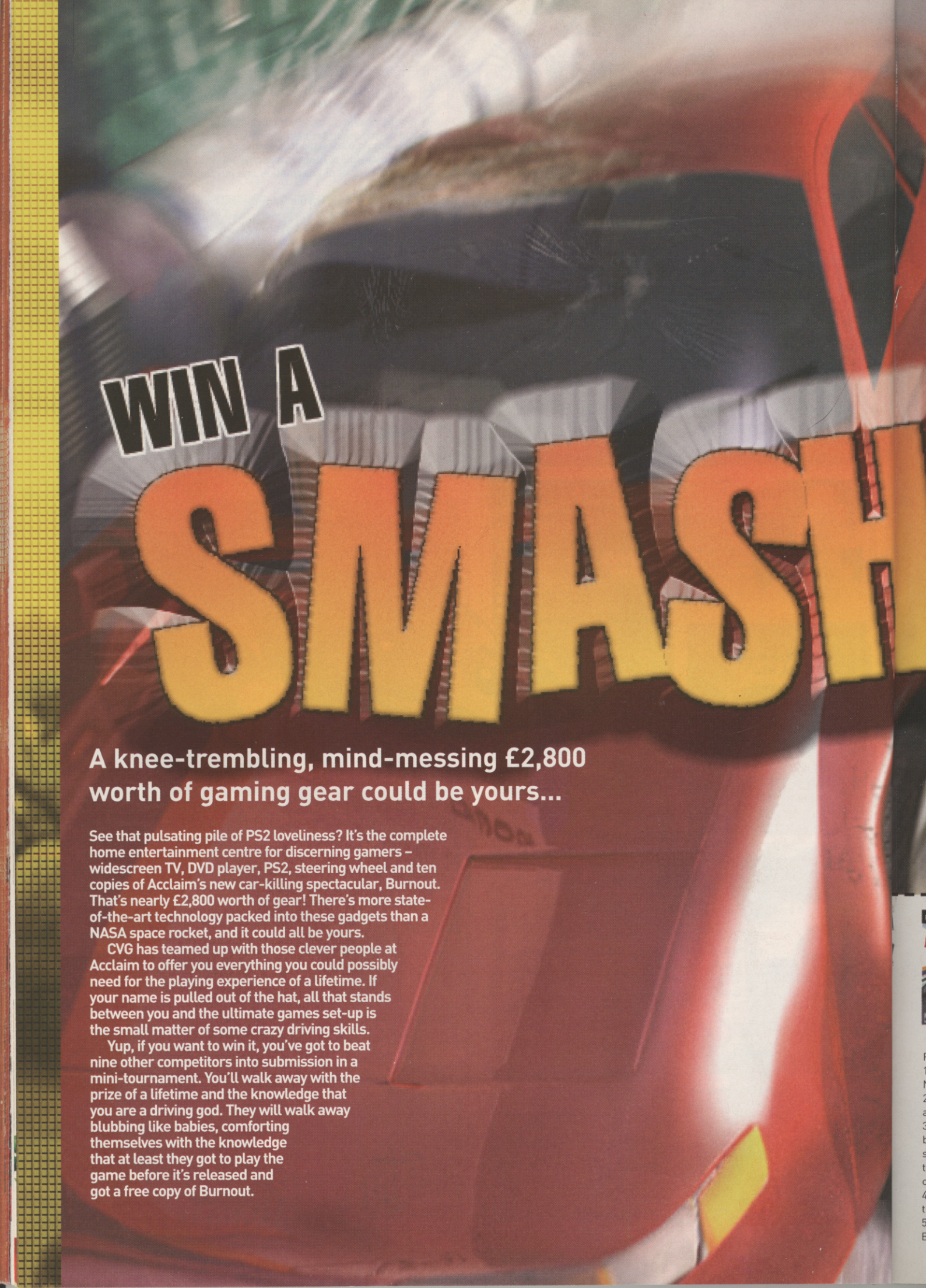
Link's task is to save Hyrule from the evil Ganondorf. The Ocarina of Time of the title allows Link to warp from the present to the future, changing between being a young boy and a man. This not only changes his appearance, but events and locations of items too.

The music heard in the game is simply superb and the ocarina itself is a real instrument that actually works. Link can learn new tunes to play that possess magical powers, or, if you get really stuck in the game, you can make him play the theme from EastEnders, or anything else that takes your fancy!

Adding to the excitement of release, just like the NES days, Nintendo couldn't make the cartridges fast enough. If you managed to get a copy, you felt very lucky.

"THIS IS THE PROOF THAT NINTENDO MAKE THE BEST GAMES IN THE WORLD." Mark Leary

WORDS: Alex Huhtala SCREENSHOTS: Various

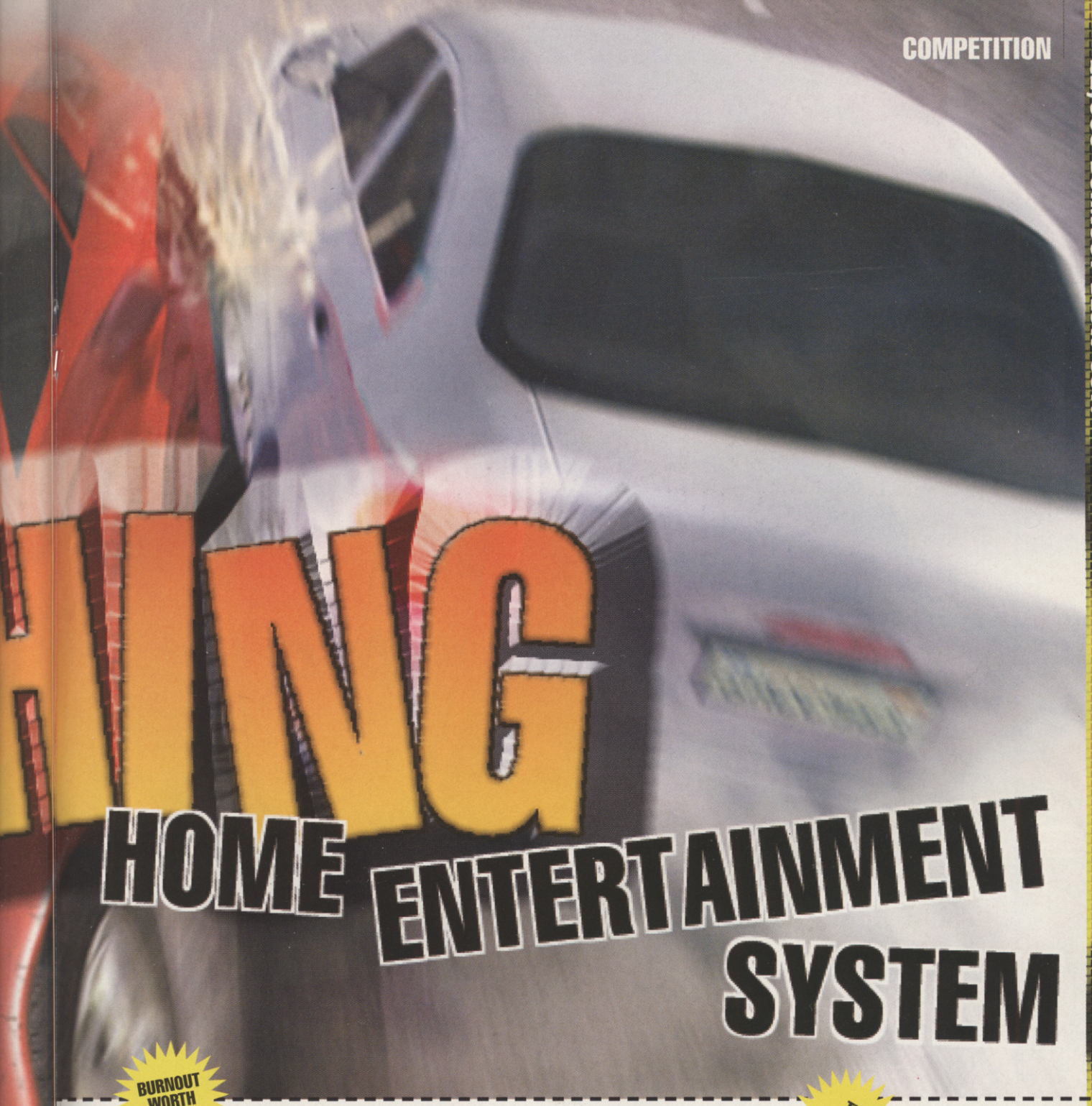


A knee-trembling, mind-messing £2,800 worth of gaming gear could be yours...

See that pulsating pile of PS2 loveliness? It's the complete home entertainment centre for discerning gamers – widescreen TV, DVD player, PS2, steering wheel and ten copies of Acclaim's new car-killing spectacular, Burnout. That's nearly £2,800 worth of gear! There's more state-of-the-art technology packed into these gadgets than a NASA space rocket, and it could all be yours.

CVG has teamed up with those clever people at Acclaim to offer you everything you could possibly need for the playing experience of a lifetime. If your name is pulled out of the hat, all that stands between you and the ultimate games set-up is the small matter of some crazy driving skills.

Yup, if you want to win it, you've got to beat nine other competitors into submission in a mini-tournament. You'll walk away with the prize of a lifetime and the knowledge that you are a driving god. They will walk away blubbing like babies, comforting themselves with the knowledge that at least they got to play the game before it's released and got a free copy of Burnout.



HOME ENTERTAINMENT SYSTEM

BURNOUT WORTH £39.99

DVD WORTH £599.99

PS2 WORTH £200

TV WORTH £1,500

WHEEL WORTH £80

RULES ARE RULES

1/ All entries must be in before midday on Friday November 9th 2001

2/ Entries must include your full name, address and contact phone number

3/ The first ten entries pulled out of a hat will be invited to a London address on a date to be set by Acclaim. If you can't make it, then tough. If you've been picked, you'll be contacted, so please don't call up to find out

4/ The ten finalists will be expected to cover their own travel expenses to the competition

5/ They must attend the whole Burnout tournament to qualify for their prize/ runner-up prize and be prepared to pose for publicity photos

6/ Rules for the tournament are to be set by Acclaim and their decision on winners is final

7/ Email entries should be sent to: burnout@acclaimworld.com

8/ Snail-mail entries should be marked 'Burnout Competition' and sent to:

Acclaim Entertainment
112-120 Brompton Rd
Knightsbridge
London
SW3 1JJ

Pick me! I want to win CVG's Burnout Competition!

Name: .....

Your Address: .....

.....

.....

Telephone: .....

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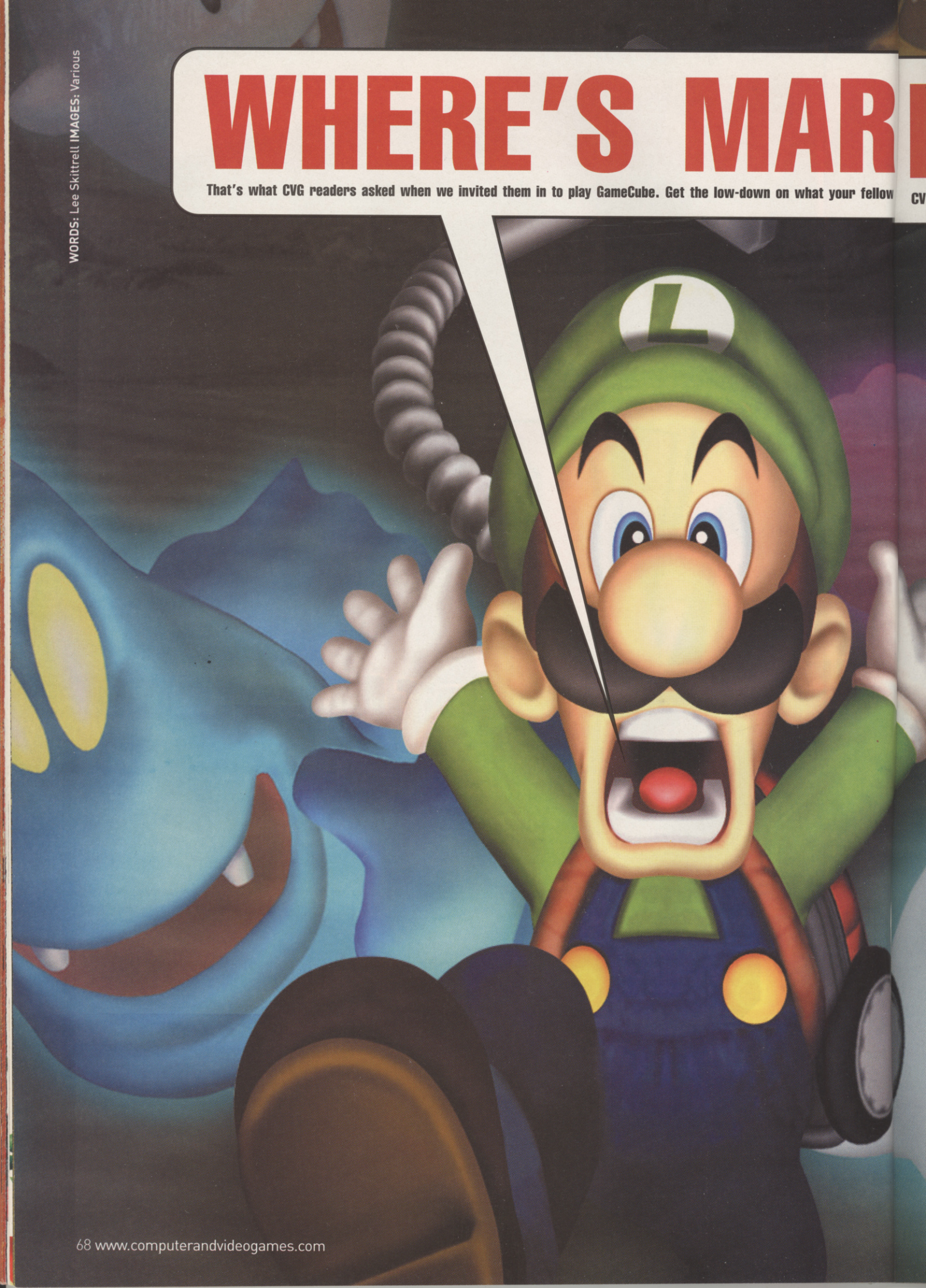
WHERE'S MAR

That's what CVG readers asked when we invited them in to play GameCube. Get the low-down on what your fellow

CV

WORDS: Lee Skittrell **IMAGES:** Various



RIO?!

fellow

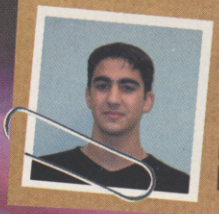
CVGers reckon right here

NAME: Aaron Francis
AGE: 17

Aaron had to be pulled howling from Monkey Ball 'cos he's a big Nintendo fan and can't wait for UK launch day.

NAME: Will Woodfall
AGE: 16

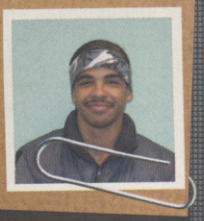
Will's got crazy hair. He's also gagging for GameCube and will probably get a GBA when you can link it up to 'Cube in games like Kirby.



NAME: Ricky Constantinides
AGE: 20

Tricky Ricky used to be a SNES slave. He now mainly enjoys manly strategy games but still has softness for Ninty in his heart.

NAME: Wayne Lawrence
AGE: 17



Wayne is still smarting from the death of Dreamcast and now he has to choose between the three next-gen power-houses.

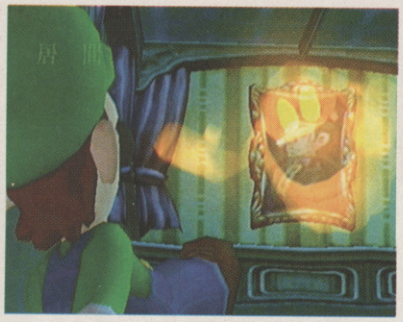
On a chilly autumn day, gamers from across the country united in their love for games right here in the CVG offices. Sounds messy, but it wasn't. We gave some loyal CVG readers the chance to play GameCube months and months before their mates, and to vent their spleens and share their views about Nintendo's new machine with you. They even went away with a limited-edition CVG T-Shirt. Can you feel the love?

THE 'CUBE ITSELF

All eyes are on GameCube to outperform Xbox in sales and outcharm PS2 with its awesome array of unforgettable characters and games with that elusive Nintendo sparkle of genius. But what about the machine itself? You've read what we reckon over the past few months, how excited we are about the different coloured units available at launch and how we love its dinkyness. Our team of testers loved it too – except for the handle.

"There's no need for it," said Will, "because you're never going to walk down the street swinging it like a bag." We said that we quite liked it because it was different and cute and a complete opposite to Xbox's bulky blackness, but the boys could only see the practical side: "The handle gets in the way of it sitting flush against the wall," reckoned Aaron, "they should make it so you can take it off." Aside from the Handle of Doom, the lads gave GameCube's design two thumbs firmly up.

Our testers were bowled over by this



LUIGI'S MANSION

"It's just like Ghostbusters!" Kwame was ecstatic about Luigi and it was the game our gang wanted to play first. Luigi's Mansion is certainly the kind of graphical showcase every new machine needs to wow punters, but we had a few concerns about the possibly repetitive nature of play and the much slower pace than Mario 64.

THE MOST SPECIAL EFFECTS

Our testers' jaws dropped when they saw the game physics and particle effects in motion. Suck a curtain with the hoover and it flaps realistically, shine the torch out of the screen and you see dust floating about in the beam.

"The graphics almost look like they're pre-rendered, and then there's all these physics happening too," drooled Ricky. "Yeah, like that bit where you have to blow the curtain across the window to let in cold air," agreed Will. "That's really cool because it not only shows off the special effects but it's also the way to solve that room's puzzle," he said. Particle effects caused yet more joy in a boss fight with a dancing lady: "Just look at all the stuff coming out of her!" yelped Wayne as hearts, coins and wisps of ectoplasm exploded from our undead missy. Beautiful.

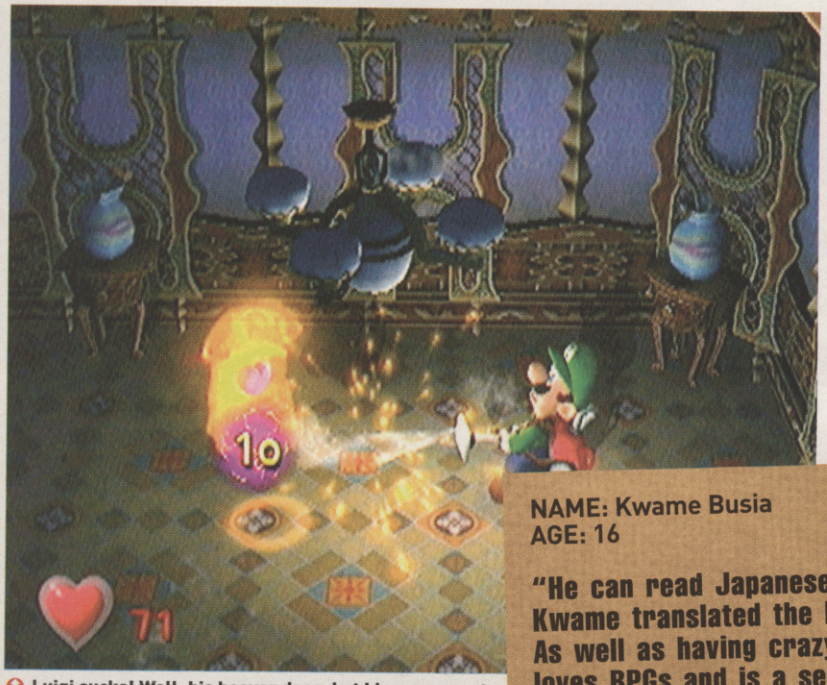
It was the special effects in Luigi's Mansion that impressed our team of gamers the most

Everyone agreed Luigi's was the main game to buy

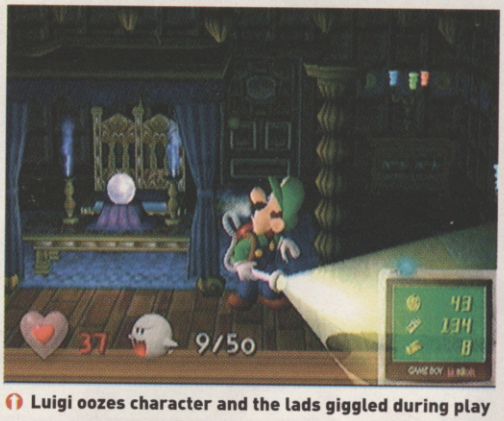
LUIGI LONGEVITY?

We put our worries about lifespan (Luigi's – not our own!) to the team. "Luigi's Mansion is the type of game you'll play by yourself when you've got no-one to play Wave Race with," said Wayne. "I've heard it's fairly easy to finish," said Aaron, "but it plays wicked – I'd definitely want to play it again after I'd completed it."

Luigi's Mansion proves one thing: that if you want character in your games, Nintendo really is the only choice. Everything from Luigi's nervous humming to his terrified reflection in the door handles as you enter new rooms, everyone agreed it's all sheer GameCube magic. And we love it.



Luigi sucks! Well, his hoover does, but his game most definitely doesn't. Who cares that there's no Mario game?



Luigi oozes character and the lads giggled during play

NAME: Kwame Busia
AGE: 16

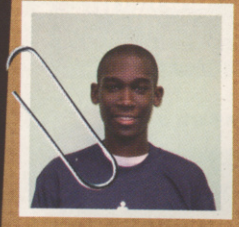
"He can read Japanese!" everyone cried as Kwame translated the Luigi's Mansion intro. As well as having crazy language skills, he loves RPGs and is a serious Nintendo fan.

WAVE RACE: BLUE STORM

When it was time for our team to reluctantly change games and try something else, they unanimously opted for Wave Race over Super Monkey Ball. About half of the guys had played the N64 version and were eager to see what 128-bit enhancements had been made to their favourite water racer. They were about to find out that 'not many' was the answer.

WAVES OF NAUSEA

There's no doubting that the water effects in Wave Race are outstanding. "The feeling of the water is awesome," said Kwame as he bounced across a big, choppy wave in the city harbour. "The riders look and move great too," said Antony, who later blamed his failure to win on the fact he was checking out his female rider's "cute ass".

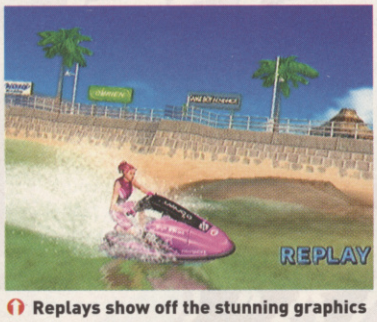


NAME: Antony Pepera
AGE: 20

Antony has loved Nintendo since Super Mario Bros on NES and has owned every Big N machine since. Most recently he's been playing ISS 2000 on N64, despite owning a PS2.

Wiggle that butt! The riders' animations wowed our crowd of Nintendo fans more than the game

The city harbour is the toughest course



Replays show off the stunning graphics

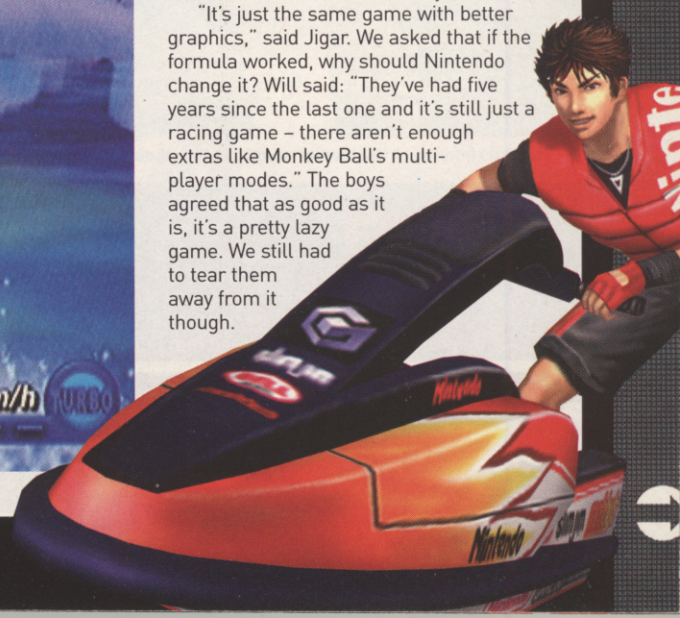
Like Luigi's, it was the special effects such as splashes on the screen that really impressed the lads

Feel the icy splashes punishing your inner thighs in this arctic wilderness

SWEET OR SOUR?

However, it wasn't long until the initial cries of "sweet graphics" were replaced with "I'm probably not going to buy this". The lads reckoned that the main problem with Wave Race: Blue Storm was that it's essentially just an update, featuring the same course locations and sometimes even the exact same course layout.

"It's just the same game with better graphics," said Jigar. We asked that if the formula worked, why should Nintendo change it? Will said: "They've had five years since the last one and it's still just a racing game – there aren't enough extras like Monkey Ball's multi-player modes." The boys agreed that as good as it is, it's a pretty lazy game. We still had to tear them away from it though.



NAME: Jigar patel
AGE: 17

Hardcore shoot 'em ups like Quake III float Jigar's boat, so naturally he's busting for Duke Nukem on GameCube. He's also into PS2 and will probably get one for Devil May Cry.

Party games were the biggest surprise

Monkeys trapped in balls is sinister

SUPER MONKEY BALL

Last up on the playtest was Sega's Super Monkey Ball and there were howls of pained confusion at seeing the Sega logo on a Nintendo machine. Monkey Ball was by far the biggest surprise for the team and was the game they spent longest playing, thanks largely to the sublime multiplayer games.

SUPER MONKEY ATTACK!

"It looks like it's for a niche audience and sort of Dreamcast-y," said Ricky. "But it's addictive," Antony agreed. "I can see myself playing day after day." Super Monkey Ball is a great party game, as you can play multiplayer in all the different modes. In Normal mode, players take it in turns to complete the courses, which proved great fun, but it was the proper Party mode that rocked our gamers' worlds.

Monkey Race sees you racing your rivals in high-speed dashes: "It's faster than F-Zero!" cried Aaron. Kwame said it reminded him of Wipeout, while the Monkey Fight and Target games caused big laughs and were the final icing on the banana-shaped cake. "I can't believe I'm going to have to wait five months to play this again," sobbed Antony.

Bonus rounds of joy as you collect all the 'nanas

Monkey Ball ski-jump madness in Party mode

The lads howled at the hairier moments like these and cheered when the tougher sections were beaten

Graphics are good, gameplay is awesome

THE VERDICT

The guys loved GameCube, but none of them was tempted to start saving for an import Japanese or American 'Cube. "I don't mind waiting," said Wayne, "plus it'll be much cheaper with more games available." They all agreed that Luigi's Mansion was the best of the three Japanese launch games, followed by Super Monkey Ball, then Wave Race Bluestorm. "Luigi is just perfect for GameCube because it's got character," said Will, adding, "but we'd all rather be playing a Mario game at launch." "Wave Race is good but could have been a PlayStation game," Ricky thought, but it was Rogue Leader that the guys were really gagging for. "That's going to be the one everyone's gonna want," said Kwame, "followed by Luigi second."

So there you have it: we love GameCube, you love GameCube, all Nintendo needs to do is officially announce a European launch date and the world will be a better place for all.

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... the ferocious blows of the Tarakava ...

... Nui-Rama – the stinging mosquitoes ...

... and the dangerous claws of the mighty Manas.

Beware! The Rahi are here!

NUI RAMA

MUAKA

TAHU

NUI JAGA

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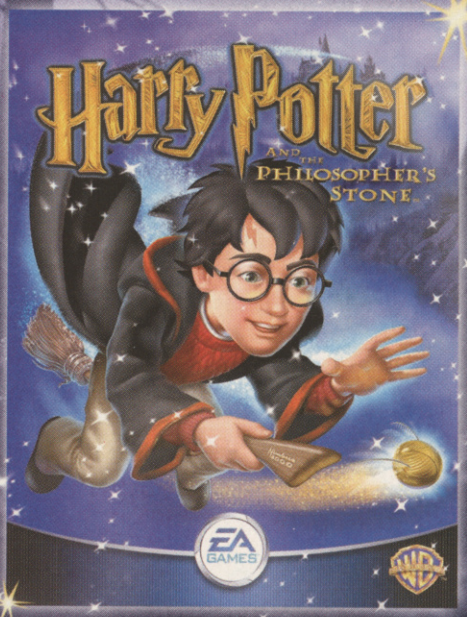
This will make living with the Dursleys seem easy.



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(S01)

FREEPLAY

GIVE IT TO ME BABY

CVG may be 20 years old, but this grandaddy can still cut it with the hardest of hardcore gamers. Show us what you've got by completing our challenges and proving you are indeed the console king or El Presidente of PC. But even if you're crap at playing games, fear not, drop us a line anyway and re-review a title that's appeared in CVG recently. Or just send us a list of your top ten fave games. Do it, or we'll set Les on you.

Do you want your 15 minutes of fame in CVG's Freeplay? Then get your high scores, challenges and opinions to us now! Write to: Freeplay, CVG, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Or email us at: mailbag.cvg@dennis.co.uk

YOUR SHOUT

Got something to say about games we've reviewed? Totally agree or violently disagree? Then feed us your spleen in 100 words or less. Include a score (out of ten), your details and maybe a picture of yourself. Or email us at mailbag.cvg@dennis.co.uk

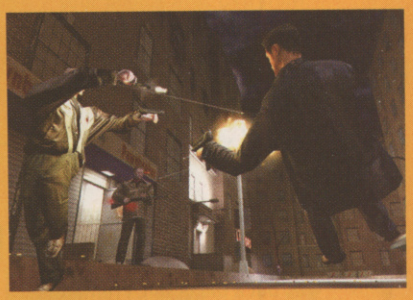
SONIC ADVENTURE 2
Format: DC
Reviewed: Issue 237
Score: 8/10

WHAT WE SAID:
"All the things that make Sonic games so damn cool are here, but it's not like you're seeing anything really new."

YOU RECKON:
"Sonic gets cooler and cooler, and true fans won't be disappointed by this sequel. As for the whole split storyline, letting you choose between the Hero and Dark paths, it's totally inspired, and should be the kind of option included in far more games. Genius. 9/10" **Daniel Bishop, Birmingham**

"Sonic Adventure 1 was fantastic 'cos it was fresh. If you're expecting a totally new experience, don't. Sega: give the old fella another facelift with some original gameplay. Change is good, so be brave. 7/10" **Mark Brown, via email**

MAX PAYNE
Format: PC
Reviewed: Issue 238
Score: 8/10



WHAT WE SAID:
"Max Payne is as important an action game as Half-Life was all those years ago. Violence has never looked so stylish."

YOU RECKON:
"It looks great, but this is a one-trick pony that nicks all its ideas and style from The Matrix. And short is not the word – blink and you'll miss it. 6/10" **A Walker, via email**

"It looks cinematically awesome, the third-person controls feel brilliantly natural and the story is so engaging that you'll be fully immersed from start to finish. But it is over too quick. 8/10" **Tim Morrell, via email**

CHART ATTACK

CVG RAVES
What's turning us on

1	Mario Sunshine (GC)
2	MOH: Allied Assault (PC)
3	Zelda (GC)
4	Pikmin (GC)
5	Jet Set Radio Future (XBox)
6	Luigi's Mansion (GC)
7	Rogue Leader (GC)
8	RTC Wolfenstein (PC)
9	Tony Hawk's 3 (PS2, GBA)
10	Stuntman (PS2)

READER
Jonathan Thompson's current faves

1	Tony Hawk's 2 (GBA)
2	Sonic Adventure 2 (DC)
3	Bomberman Tournament (GBA)
4	Red Faction (PS2)
5	Onimusha (PS2)
6	Shenmue (DC)
7	Max Payne (PC)
8	Virtua Tennis (DC)
9	ATV Offroad Fury (PS2)
10	Mario Advance (GBA)

TOP TEN PUZZLERS
The best brainteasers ever

1	Tetris (GB)
2	Super Puzzle Fighter 2 (PSone)
3	Bust-A-Move (PSone)
4	Dr Robotnik's Machine (N64)
5	Lemmings (Amiga)
6	Klax (Amiga, Lynx)
7	Mr Driller (All Formats)
8	Chu-Chu Rocket! (DC)
9	Columns (Mega Drive)
10	Kuru Kuru Kururin (GBA)

TOP TEN ON GBA
CVG's fave Advance games so far

1	Mario Kart Super Circuit
2	Tony Hawk's Pro Skater 2
3	Advance Wars
4	Castlevania
5	Bomberman Tournament
6	Mario Advance
7	Kuru Kuru Kururin
8	Konami Krazy Racers
9	Lady Sia
10	Rayman Advance

HUNTER'S MAILBAG

Got something to say? We'll let you shout it out to the world. Just put pen to paper and send your thoughts to: Hunter's Mailbag, CVG, Dennis Publishing, 30 Cleveland Street, London W1P 5FF, or email: mailbag.cvg@dennis.co.uk

Cor blimey, you lot are a truly 'orrible bunch. Can't you write better than this crock of muck? I ain't read nuffink this awful since the electricity bill for me kennel arrived.

WARNING! SMELLY READER ALERT!

Just wondering, in David Beckham Soccer, will there be a 'hairstyle' mode, where you can change Beckham's hair to whatever you want, because he changes hairstyle more often than I change my underwear.
Craig Farrington

CVG: *As Becks changes his hair about once a month, we can't help but worry about the state of your personal hygiene, Craig.*

GOLDEN BONES

THREE CHEERS FOR US

CVG was the very first games mag I ever read and though I was but a lad of ten, I remember all my issues with some emotion and (sob) a joyful tear. Throughout the years CVG has taken on many guises and has now been changed back to the otaku-mad mag it should be. Well done! Because of CVG I was educated and informed all about the industry. I am now pursuing a degree in computer systems with the firm intent of working in the videogames industry and CVG has given me the passion and the confidence in my decision, Happy anniversary/ birthday/ whatever and keep up the outstanding work!
Damien Peter Nagle

CVG: *Cheers, Damien. Oh, you've got more to say? Go on then...*

TOP TEN THINGS CVG MADE ME DO

1. Aspire to get a job in videogames
2. Aspire to be as sarcastic as Blackadder/ Ed Lomas
3. Spend time on the bog reading CVG
4. Buy a Sega Saturn to play NiGHTS
5. Write this email
6. Laugh at reviews of crap games (I look forward to these reviews more than those of top games such as Metal Gear Solid)
7. Become a misunderstood raving game-aholic
8. Play most of the best games
9. Understand the complex geomatrix of polytetrahyperbolicparaboloids
10. Get a meaty fist around the written word.
11. Not make proper top tens

CVG: *We know what you mean!*

PRICE BUT DIM

I always buy your magazine, but you keep putting up the price. It went from £1.50 to £2, then £2.50 and now £2.80! It used to be a great value magazine, but now it's getting like all the other magazines that are a rip-off. I think you should put the price down to about £2. This would get even more readers reading your magazine. Please take this into consideration.
Mr Value Master

CVG: *Yes, let's put down the price. And, hey, we'll house all the homeless and feed all the starving while we're at it. Only, we can't and it's because the world's a cold and cruel place, Mr VM. Sorry.*

VALUE FOR MONEY

HEAR, HEAR

A letter in issue 231 from John G complained producers no longer cater for the hard of hearing. I agree. Having started Dino Crisis 2 this morning I noticed that without the sound it is just running about shooting dinos with no plot.

If there are four-and-a-half million people who are hard of hearing then if just one million of them bought a PS2 at £300 Sony would make a massive profit. But why should they buy if the games are unplayable?
Michael Simcock

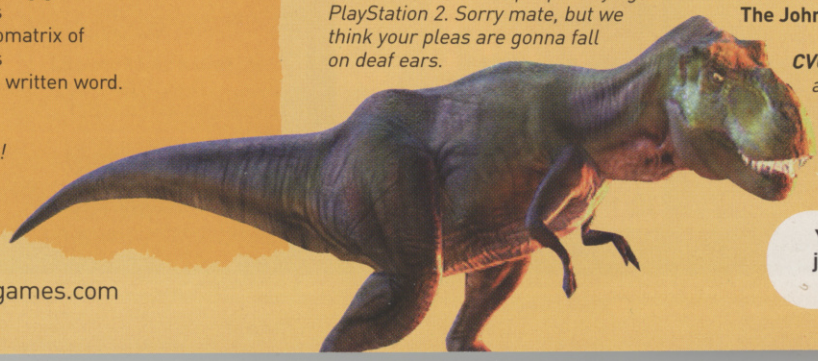
CVG: *Your maths relies on A QUARTER of all deaf people buying a PlayStation 2. Sorry mate, but we think your pleas are gonna fall on deaf ears.*

MOAN, MOAN, BLOODY MOAN

I think the world of videogames is seriously going down the pan. Current releases for most consoles including PS2 (which is the main culprit) are full of uninspiring and unoriginal games. What I find more gut-wrenching is that gamers seem to want this – no-one bought into

games like Jet Set Radio. Well, until GameCube's arrival I'm going to lock myself in my magic picnic hamper and fashion toothbrushes out of small hairy dogs in a vain attempt to shut out thoughts of Tomb Raider 99 and GT47.
The John

CVG: *Jeez, it's all doom and gloom with you, isn't it? But the fact JSR didn't sell well is a crime against gaming, we agree.*

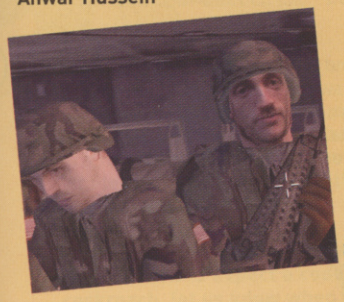


You haven't gone deaf, It's just my voice. I've got a saurus throat.

CAMERA FLASHPOINT

I've been playing a lot of Operation Flashpoint recently and have to say it is one hell of a game, especially with all the mods and patches you can get off the Net.

Anwar Hussein



CVG: *Have you tried downloading photos from a digital camera to use in the game? Check out the gormless goon on the right in the pic above. Recognise him, anyone?*

ARCADE IN HEAVEN

I agree with Cackman in issue 237 when he says arcades are dying. The problem is if a fruit machine is put in an arcade, there is considered to be gambling on the premises. I have never been in the arcades in Crewe (where I live) because they are for over 18s only and I am only 13. And when I do go in an arcade they are just as Cackman describes them. So let battle commence and let's get our brilliant arcades back!

Adam Kinsey

CVG: *Exactly, Private Kinsey, and we shall expect you to lead the charge. Who plays fruit machines anyway? (except for smelly, desperate old men who don't understand horse racing).*

SHORT STUFF

I'd like to thank CVG for getting behind GameCube and realising its potential when it seems so unfashionable to do so.

Richard White

CVG: *Just doing our job, Rick. Unless you're being sarcastic...*

I'd like to make a suggestion on how to make your magazine better... Put the release date of the next issue somewhere. Thanks very much, and keep up the good work.

Dan Payne

CVG: *Who he?*

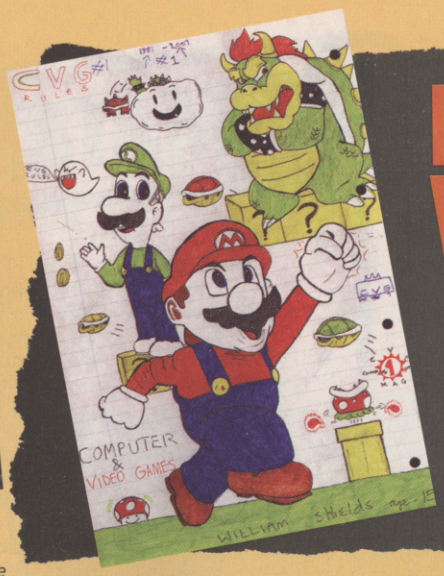
UM, SORRY...

Two weeks ago I emailed you to ask for information about my economics project, which was going to be about the next-generation console war. I never got any reply, and because of this I had to change my project to something else.

Saifullah

CVG: *Sorry, Saifullah, but if it makes you feel any better, Madonna emailed us recently wanting information on PS2 specs, and we didn't reply to her either.*

DRAWINZ WOT YOU DUN



Can't spell or do joined-up writing? Never mind, scrawl a picture of some of your fave videogame characters instead. Or just draw whatever pops into your twisted mind. Make it good and it'll get a golden bone, but if it's a heaving pile of monkey slurry, we'll humiliate you like childish bullies.

Check out William Shields's tribute to the world's most famous plumbing duo. And look, he's mentioned CVG's 20th birthday. Not good enough for a golden bone, but you get one of CVG's spanking new, limited-edition T-shirts for being creepy enough to remember our b-day.

YET MORE GRIEF

What the hell has happened to CVG? It used to be informative, fun and written by people who cared about games. Now it's an uninteresting childish teeny pop mag.

Ade Wild

CVG: *Ade Wild? He's bleedin' furious! Look Ade, lighten up. Tell you what the problem is, mate – you've gone and 'grown up' haven't you? The things you used to think were fun you now think are childish. But our love for games is as great as ever.*

WITH FRIENDS LIKE YOU...

Hello, I'm one of your biggest fans and I love your cool, funny, accurate mag. But now you've changed the layout it looks a bit boring. I hate those ugly coloured panels that you place your text on. I hate Freeplay – I always have. Don't get me wrong, I still think your magazine rocks but the layout is poo. Overall rating: 2/10 for layout, 8/10 for news and reviews and stuff. 5/10 for both intertwined

Yajirobi

CVG: *You're one of our biggest fans and you give us a mark of 5/10. Sheesh, we dread to think what score you'd give the mag if you didn't like it!*

PLANET CVG

Can anyone beat this pic of Dan with CVG in Cyprus earlier this year? Send us your photos avec CVG from around the world.

As a publisher of magazines in Britain and the United States of America for 25 years, **Dennis Publishing** gives thanks for the safe deliverance of all its staff following the tragic events of September 11, 2001.

We extend our deepest sympathy and condolences to the families, friends, loved ones and colleagues of all those who lost their lives or were injured on that terrible day.

CVG STINKER

ENEMY OF ALL READERS, BEGONE!

I am complaining that you chose a letter comparing the statistics of consoles such as the Mega Drive and the SNES to today's specs as the CVG Stinker in issue 239. I found this very interesting, and was surprised at your Smart Alec response.

And if that wasn't bad enough, the Golden Bone letter was about how Les Ellis looks like Wolf from Gladiators. Pathetic. You ignore a letter about the power of games consoles, insult the writer and then commend somebody for writing a letter concerning someone looking like a 'celebrity'. Now, the magazine in general. Good news section. The reviews are average. Handheld section, nice. Target age group seems to be early teens, as nobody above that would stoop so low as to read such utter rubbish...

Matthew 'Redalien' Wilkes

CVG: *See how we cut off your letter there, Matt? Not only was that because you went on to say even ruder things about us, but also because it's about time you started reading Old Twat Monthly.*

HAVE YOUR SAY

While hanging out in games shops pretending to work, we've been asking gamers which GameCube game you are most looking forward to playing. Below are the results. Mario Sunshine in third? You lot are weird.

LEGEND OF ZELDA	35%
STAR WARS ROGUE LEADER	27%
MARIO SUNSHINE	19%
LUIGI'S MANSION	13%
PIKMIN	6%

ACTION REPLAY

GROOVY GAMING GEAR OF YESTERYEAR
#4: PC ENGINE

Year released: 1987
Manufacturer: NEC

WHAT IS IT?

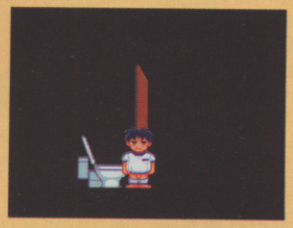
The PC Engine, or TurboGrafx-16 as it was called in the US, was one of the smallest but most powerful games consoles available in the late 80s. Though it had an 8-bit processor, it stood out thanks to a 16-bit graphics engine. The games looked better than anything else and chucked everything around the screen a lot faster. The cartridges were the size of a credit card. It was also the first console to ever offer an optional CD-ROM drive. And yes, those Extra strong mints next to it are to scale!

WHY DO I WANT ONE?

If you love your games surreal and very Japanese, this is the console for you. The PC Engine also sported a fine array of arcade conversions and original shoot 'em ups that never made it onto other consoles or were never given the same magical treatment. It also looks great.

LOOK OUT FOR...

Toilet Kids: your character gets sucked into a toilet and ends up in a top-down shoot 'em up battling flying turds. Or try Chan and Chan, another game involving toilets and turds. Photograph Boy is like an early Pokemon Snap, except you'll be taking pics of UFOs and dirty old men (see p56)! Gunhead, Devil Crush, Galaga 88 and Mr Heli and are all a bit more sensible and a good start for your collection – not a toilet in sight!



WHERE CAN I GET ONE?

Expect to pay £100-£300 depending on condition and model on eBay – it's unlikely you'll find cheaper. Or try www.telegames.co.uk. Check out www.classicgaming.com/thedump if you're an emulator fan. It's full of PCE goodies including vast libraries of original game ROMs – but you have to own the original versions to do this, otherwise it's stealing, innit?!

ALTERNATIVELY...

The PC Engine GT (TurboExpress GT in the USA). A portable version of the PCE with a colour active-matrix LCD screen that used the same HuCards. It's bulky but has a huge catalogue of games and a superb backlit screen. If you've got more money than sense, then hunt around for the PC Engine Duo R-X. It plays all Japanese HuCards, CD and Super CD-ROM titles.

MELTING POT

SEND US YOUR GAME IDEAS

999

Play a whole host of rescue and law enforcement people. As a coastguard, pick up stranded swimmers in a time limit. In the fire section, begin by rescuing cats from trees, and move on to burning buildings. As a mountain rescue person, save stranded hikers, plus fly a cool helicopter! **© Peter Richardson**

There's little worse than coughing up a wad of dough on a game or peripheral, rushing back with it from the shop and then finding it is an absolute crock of poop. But even then, during your darkest hour of rage and disappointment, it can be hard to bring yourself to actually destroy something you've just spent your hard-earned cash on, no matter how much it might deserve it. That's where we fit in. Send us your worst-ever buy, we'll beat the crap out of it and then replace it with something better. All you need to do is explain in 50 words why it must die.

Simply send your hated gaming objects (games or hardware) to the usual address, marked: Smash It Up. Sorry, but we can't return any entries. Only the best entry each month will get a replacement prize. Please state what game formats you own.

ANYTHING THIS BAD MUST DIE

Is it really too much to ask that this GBC Worm Light actually helps you to see the screen?

YOU SAY:

"The packaging read, 'Allows enhanced viewing in low light and travel conditions.' But when I plugged it in, a bright orange dot appeared on my GBC screen so I couldn't see anything. I angled it away from my GBC, but there wasn't enough light to see. The shop wouldn't give me a refund, so what else could I do but send it to CVG? I know you'll dispose of it in a suitable manner. Do your worst." **Robert Plumber, Kent**

CVG SAYS:

Didn't you see the tell-tale signs? It's urine-coloured and has a snake's head decorating it. But you've clearly seen the error of your ways by sending it to us to Smash It Up, and who are we to pass up an opportunity for some legitimate peripheral vandalism?

BUG STOMPER

TELL US ABOUT THOSE GAMING GLITCHES

Sometimes they're just amusing little glitches. Sometimes they are horrific balls-ups that ruin whole games. Bugs – no matter how hard they try, they can never quite get rid of them.

To make sure fellow players know where to expect a code cockroach, let us know when you find one. We'll print the worst offenders and crush them with a CVG hobnailed boot. Send any candidates you come across to mailbag.cvg@dennis.co.uk and we'll do the rest.

TOMB RAIDER

Format: PSone

Stand in a doorway. Move the camera around at mad angles as if you're looking for something. Sometimes you can look inside Lara or get the camera angle in a compromising position.

HIDDEN AND DANGEROUS

Format: DC

Occasionally if you perform an action, e.g. lying down, the soldier falls out of the level through the floor and dies. On the first level, if your men descend a gentle slope, they fall to their doom.

SMASH IT UP

THIS PANTS PERIPHERAL SWIMS WITH THE FISHES

THE DOGHOUSE

BEWARE: CHEATS WITH TEETH!

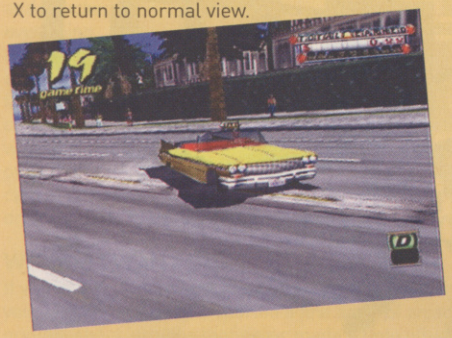
Welcome to Hunter's domain. Each month, we let our rabid ankle-biter loose to sniff out the very finest selection of cheats, tips and codes for you to chew over. You can make his life easier by sending in your own. Just make 'em good ones, 'cos Hunter goes for the nuts.

SONIC ADVENTURE 2

Play hard and get all 180 emblems to unlock a very special bonus stage. We won't spoil the surprise, but let's just say long-time Sonic fans will be very pleased indeed.

CRAZY TAXI

NEW VIEW POINTS: During gameplay, hold down L1+R1+L2+R2 on a controller in port two. Then press Circle to move between first-person and rear views. Press Square to see the speedometer. Press Triangle to zoom out from the car. Finally, press X to return to normal view.

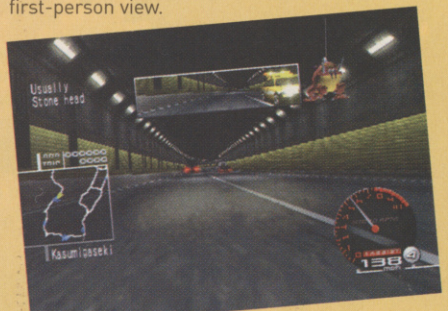


CASTLEVANIA: CIRCLE OF THE MOON

MAGICIAN: Complete the game at least once, then start a new game with your name entered as FIREBALL. The word Magician will appear on the options screen and you can now get all the trading cards under DSS.
FIGHTER: Complete the game at least twice, then start a new game and enter your name as GRADIUS. Fighter will appear on the options screen and Nathan will now be super hard.
SHOOTER: Complete the game three times then start a new game and enter your name as CROSSBOW. Shooter will appear in options. You can use the homing dagger sub weapon with extra damage.
THIEF: Complete the game a fourth time. Then start a new game with DAGGER as a name. Doing so will give you the stats of a thief.

TOKYO EXTREME RACER ZERO

MAN: While selecting a transmission type, hold down R1 and keep holding it down until the game finishes loading. A man will be hanging from your car.
GREMLIN: Hold down R2, X and Circle while choosing shift assist option and keep them held down until the game finishes loading. Now you'll find a gremlin is hanging from your car in first-person view.
MOSQUITO: When choosing shift assist option, hold down L2, X and Circle until the game finishes loading and you will see a blue mosquito hanging from your motor in first-person view.
DOG: To see a horny dog hanging from your car, hold down L1, X and circle while choosing your shift assist option and keep them held down until loading finishes.
PINK CREATURE: Hold down R1, X and Circle when choosing the shift assist option. Keep the buttons held until the game finishes loading to find a pink creature hanging from your car in first-person view.



FIRE PRO WRESTLING

Unlock all characters by going through Edit Mode to Name Entry. Enter ALL as nickname, STYLE as last name, CLEAR as first name and leave Exchange off with Middle blank. Press Start and keep pressing B to reach the main menu.

DESPERADOS: WANTED DEAD OR ALIVE

To enable cheats, just press Shift and F11. Then type in one of the following cheats.

CODE	ENABLES
TIMELESS	Stop time
SCHNEIDER	End mission
CLINT	Win mission
FIDEL CASTRO	Dialogues
MEDIC	Hints
POWERMAN	New gun
JACKAL	More ammo
HOLLOW MAN	Invisible
SHOW ME ALL	Show objects
ZEUS	Help
EPITAPH	Victory condition
WHATS MY DESTINY	Display brief

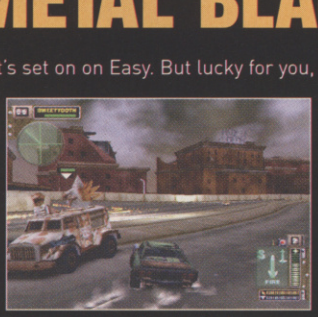
JUNGLE BOOK

Complete Story mode to unlock extra characters and difficulty settings. Complete Expert difficulty to unlock Crazy difficulty.

TWISTED METAL BLACK

This game is rock hard even when it's set on on Easy. But lucky for you, we've got some top cheats right here to help you through.

Use classic controls. While playing hold L1+R1+L2+R2. Then quickly push Up, Down, Left, Right, Right, Left, Down, Up for invincibility



Set controls to classic. During gameplay hold down L1+R1+L2+R2. Then quickly push X, X, Triangle to make your machine-guns more powerful

Set controls to the classic option. During gameplay hold down L1+R1 +L2+R2. Then quickly push X, X, Up. Now you can kill with a single shot

Set controls to classic. During play, hold L1+R1+L2+R2. Quickly push Up, X, Left, Circle for infinite weapons, health, turbo and energy

GRAN TURISMO 3

After winning a series of races, you get rewarded with a new car picked randomly from a choice of four. Usually you end up with the rubbish one that's worth $4000 and not the beast worth $250,000. You don't have to put up with this any longer...

Start a series race. Now come first in all of the races, and save before starting the final course

Start the final race. Quit out. As you had enough points to win the series, you still get the prize

If you get the booby prize, reload your last save and quit out. Repeat until you get the best car

SPACE CHANNEL 5

CPU TAKE OVER: A new cheat for Ulala. During gameplay, hold down L+R then press Up, Left, A, Left, A, Down, Right, B, Right, B. Your Dreamcast will now take control of Ulala and play through the whole game perfectly allowing you to see the following...

GET WHACKO: When you score above 95 per cent, Ulala will be surrounded by pink fire. In the last level of the game, Michael Jackson will make a cameo appearance. Unlock him and he will briefly join your troop, whooping and moonwalking all the way.

ALTERNATE GAME: Complete the game then restart with that save file to get a harder version to play through. You get different routes, so be wary.

STAR WARS EPISODE ONE: BATTLE FOR NABOO

TRADE FEDERATION SECRETS LEVEL: Beat all the game's levels with a bronze medal or higher to unlock the Trade Federation Secrets level.

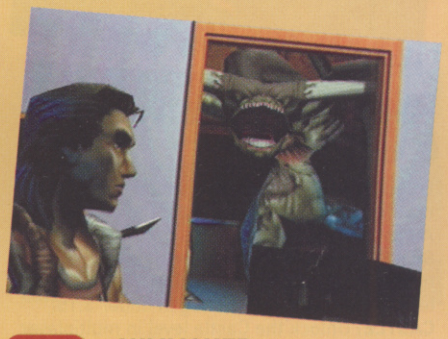
COURUSCANT ENCOUNTER: Beat all the levels with a silver medal or higher to unlock the Couruscant Encounter level.

DARK SIDE: Beat all the levels in the game, including the extras, with a gold medal to unlock the Dark Side level.

ROSWELL CONSPIRACIES: ALIENS, MYTHS AND LEGENDS

Type these babies in to access the different levels of the game if you feel lazy.

LEVEL	PASSWORD
2	BFBBBFBH
3	BGBBBFBJ
4	BHBBBFBK
5	BJBBBFBL
6	BKBBBFBM
7	BLVVBFBM
8	BMVVBFBN
9	BNVVBFBP
10	BPVVBFBQ
11	BQVVBFBR
12	BRVVBFBS
13	BSVVBFBT
14	BTVVBFBV
15	BVVVBFDB



SUMMONER

To view a funny movie from one of the first halfway decent role-players on the PS2, select to watch the credits from the main menu. When they are rolling, simply press X and you can watch a weird movie. If you have ever played a table-top RPG with your mates, then you will understand this completely. Just think of their wasted youth while laughing out loud. Then remember that is you, that is.

OUTTRIGGER

The underrated Outtrigger is jam-packed with extra characters to be unlocked. Here's how.

To play as Commander, defeat him in Mission mode on Novice. Get Shinobi in the same way

To play with Siba and Scarpin, beat them in Mission mode on Intermediate

To play as Salamander and Dr K, beat the final level on Advanced, Mission mode

To play with D.K. and Proofer, you must beat them in Mission mode on Advanced

YOUR BEST TIPS

Every month the best reader tip will be printed and will score a prize of one of the latest games. Send your tips to: barny_zoeller@dennis.co.uk or

THE DOGHOUSE,
COMPUTER & VIDEO GAMES,
DENNIS PUBLISHING,
30 CLEVELAND STREET,
LONDON W1P 5FF.

STAR TREK VOYAGER: ELITE FORCE EXPANSION PACK

When playing a game, press ~ to get the console up and type in 'sp_cheats 1' to enable the Cheat mode, then enter one of the following codes.

CODE	EFFECT
God	God mode
give weapons	all weapons
undying	999 health/armour
notarget	invisible

THE WORLD IS NOT ENOUGH

GOLDEN GUN: Unlock the Golden Gun mode for multiplayer by simply finishing the game on 00 Agent difficulty.
SKY RAIL: Unlock the Sky Rail level for multiplayer by finishing the Cold Reception level on Secret Agent setting in under 3:15.
CASTLE: Unlock the Castle level in multiplayer by finishing Underground Uprising on Agent setting in under 2:15.
AIR RAID: Unlock the Air Raid level for multiplayer use by finishing the Masquerade level on Agent setting in 3:05 or less.
BRIEFCASE: Unlock Capture the Briefcase mode for multiplayer by completing the Turncoat level on Secret Agent setting in under 3:20.
WILDFIRE: Unlock Wildfire mode in multiplayer by finishing City of Walkways II on Agent setting in 3:00 or less.
TEAM KING OF THE HILL: Unlock the Team King of the Hill mode for multiplayer by completing the King's Ransom level on Agent difficulty in 2:20 or less.

INSPECTOR GADGET

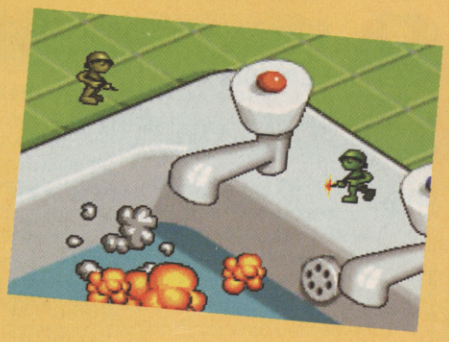
At the password screen, type in FH2KBH to get to the second world, FM!PQM for the third, FRVTLR for the fourth and FWQZ!? to reach the fifth.

LE MANS 24

ALL TRACKS: Enter your name as SPEEDY in Championship mode then return to the main menu to get all the tracks.
ALL CARS: Enter your name as ACO in Championship mode then return to the main menu for all the cars.
ALL CHAMPIONSHIPS: Enter your name as NUMBAT in Championship mode then return to the main menu to unlock all championships.
CREDITS: To view the credits, enter your name as HEINEY in Championship mode before returning to the main menu.
LE MANS MODE: In Championship mode, enter your name as WOMBAT. Return to the main menu.

ARMY MEN ADVANCE

Input one of the following passwords in the password screen to unlock that level. Each level has two passwords – one for Sarge and one for Vicki.



CODE	SARGE	VICKI
2	HJRDCHMC	GGRSGHMB
3	GGRSGJMC	FSRSMJMB
4	FSRSMKMC	DQRNBKMB
5	DQRNBBMC	CSRJGBMB
6	CSRJGCMC	BQRDMCPB
8	TJRDQFPC	SGRSCFPB
9	SGRSCQPC	RJRNLQPB
10	RJRNLRPC	QGRNRRPB
11	QGRNRSPC	PSRJCSPB
12	PSRJCTPC	NQRDGTPB

ICEWIND DALE: HEART OF WINTER

Press Ctrl+Tab to initiate the console and type in these babies for a good time.
SHOW MAP: GETYOURCHEATON:ExploreArea(); must be typed in to reveal the map.
TELEPORT: Type in GETYOURCHEATON:Hans(); in order to teleport your party.
HEALTH: GETYOURCHEATON:FirstAid(); to add health items into the fray.
GOLD: Type CHEATERDOPROSPER:AddGold(); and insert the desired amount in the brackets
EXPERIENCE: For experience, type in CHEATERDOPROSPER:SetCurrentXP(); and add the number in-between the brackets.

ONI

NEW CHEATS: When playing, press Select and highlight 'Help' then press one of the following button combinations to access a cheat. To disable the cheat, re-enter it. (L3 and R3 refer to pushing in on the analog sticks.)

CHEAT	CODE
Level skip	L2,L1,L2,Square,Circle, Square,L3,R3,L2,L1
Invincibility	L2,L1,L2,Square,Circle, Square,R3,L3,R3,Circle
Infinite ammo	L2,L1,L2,Square,Circle, Square,L2(2),L1,L3
Infinite Phase Cloak	L2,L1,L2,Square,Circle, Square,L1,R3,L2,L3
Refill Hypo	L2,L1,L2,Square,Circle, Square,Circle (3),R3
Power Punch	L2,L1,L2,Square,Circle, Square,R3,L3,Circle,Square
One hit kill	L2,L1,L2,Square,Circle, Square,L3,R3,Circle,Square

REALLY STUCK

Absolutely stumped on a game? Ridiculed by your mates? There is hope: The Computer and Video Games tips helpline.

0906 466 4659

Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantee to find you an answer within 24 hours.

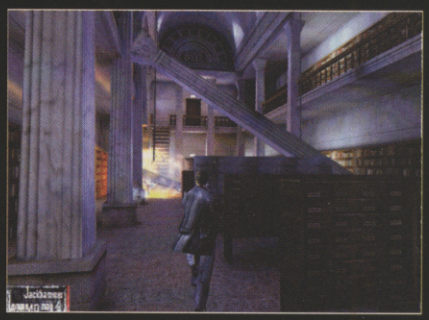
Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

MAX PAYNE

Start the game with "-developer" command line [right click Max Payne desktop icon, choose properties and put it on the end of the Target bar]. When you're in the game, press F12 to bring up the console and type in one of the cheats that follow.

For God mode, input the word 'god'. This will make you even harder than you already are

To get all the weapons, input 'getallweapons'. Now you can choose any weapon in the game



To get infinite ammo for your weapons, simply type in 'getinfiniteammo'

ARE YOU THE DON OF GAMES? THEN TAKE THE CVG CHALLENGE

You may think you rock at games, but how can you be sure? Easy – just pick a challenge below and send us your best result along with proof that you really did do it. Then buy the mag the month after and see if you've made the top five.

NEW CHALLENGES THIS MONTH: Each month we will set three new challenges as well as sometimes updating existing leagues.

RESIDENT EVIL CODE: VERONICA X
Send us your fastest time for completing Claire's mission in Battle mode. Our best time is 20 minutes.

GRAN TURISMO 3 A-SPEC
Pick Arcade/Easy/Smokey Mountain and any car then get your fastest time in the race over two laps. Our time is 2:51.

OUTTRIGGER
First mission on Intermediate with any character. Your fastest time please. Our time is five minutes.

LAST MONTH'S RESULTS: This month's three winners will each receive three months' worth of everyone's favourite mag, plus a CVG T-shirt. Sweet.

CRAZY TAXI, CRAZY JUMP

1	371.95	Sam Wright
2	370.33	Sam Emmerton
3	357.34	Ucke Okiki
4	356.14	Al Rushdale
5	355.83	Danny Ruxton

GRAN TURISMO 3 A-SPEC

1	2.01.467	Warren J
2	2.07.092	Sean Kald
3	2.16.344	Darren Healy
4	2.27.518	Matt Gilbert
5	2.37.378	Simon Smith

SONIC ADVENTURE 2

1	1.23.44	Ronnie James
2	1.25.10	Marc Cutts
3	1.29.02	Jason Griffith
4	1.44.34	Antony Stevens
5	1.45.02	John Forrest

HOW TO ENTER:
Take a photo or screenshot of the screen showing your score. Write your name, address and score on a piece of paper. Send your entry with your proof and a recent pic of yourself to the usual address, marked: CVG Challenge, or scan your pics and email: barny_zoeller@dennis.co.uk

CHALLENGE CVG
BEAT US AND BOAST

You get the unique opportunity to play us at our own game. Follow the rules below and come see how good you are or how bad we are.

CHALLENGE 1

Game: Quake 3 Arena
Formats: PC/Mac
Rules: Highest frag count.
To take part: Log on to our server called CVG House of Pain [IP: 192.168.0.1 or 62.49.226.118] between 4pm and 8pm on Monday 29th October. Just don't log off until we have your contact details.

CHALLENGE 2

Games: Zoe/Street Fighter/Quake 3
Formats: PS2/ DC/ GBA
Rules: We make 'em up as we go along
To take part: Send your name and contact details to the usual address. Mark the envelope Challenge CVG or e-mail barny_zoeller@dennis.co.uk Write in no more than 20 words why you reckon you can have us. If you are one of the two best, be prepared to back up your words with action after we invite you to our dungeon where we will slay you in a brutal fashion.

That's what's gonna happen to you once we get our claws on you

No one beats us at Quake 3. Ever. Think you're hard enough?

CHEATS UNLIMITED
THE WORLD'S NUMBER 1 CHOICE FOR CHEATS & GUIDES

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

Age of Empires 1 & 2	Driver 1 & 2	Metal Gear Solid	Spiderman
Alien Resurrection	Dune	Metro. Street Racer	Spyro 1, 2 & 3
Alone in the Dark 4	Dynasty Warriors 2	Mission Impossible	SSX - Snowboarding
Alundra 1 & 2	Escape Monkey Island	Monkey Island Series	Star Ocean 2
Amerzone	Evil Dead: Hail King	Monster Rancher	Star Trek: Invasion
A Kournikova Tennis	Extermination	Nomad Soul	Syphon Filter 1 & 2
Anachronox	Extreme G-3	Onimusha: Warlords	Tenchu 1 & 2
Arcanum	Fear Effect 1 & 2	Operation Flash Point	The Mummy
Army Men Series	FIFA Series	Parasite Eve 1 & 2	Theme Hospital
Auto Destruct	Final Fantasy 7, 8 & 9	Perfect Dark	Theme Park World
Banjo Tooie	Future Cop: LAPD	Pokemon (All Colour)	Time Crisis: Proj Titan
Blade	Galerians	Rainbow Six	Time Splitters
Bloody Roar 3	Golden Eye	Rayman 1 & 2	TOCA 1,2 & 3
Breath of Fire 4	Gran Turismo 1,2 & 3	Rayman Advance	Tomb Raider 1-5
Broken Sword 1 & 2	GTA 1, 2 & 1969	Ready 2 Rumble 1&2	Tomorrow Never Dies
Comm & Conq Series	Half Life: Blue Shift	Red Faction	Tony Hawks 1&2
C-12 Final Resistance	Hitman	Resident Evil 1, 2 & 3	Toy Story 2
Carmageddon	Hogs of War	Resident Evil: C. Ver.	Tunguska
Champ. Man. Series	In Cold Blood	Resident Evil: Survivor	T.W.I.N.E.
Chase the Express	ISS Pro Evolution 1&2	Rogue Spear	Urban Chaos
C. McRae Rally 1 & 2	Jedi Power Battles	Roller Coaster Tycoon	Vagrant Story
Conkers Bad Fur Day	Jurassic Park: L World	S. Wars: Jedi Power B	Vanishing Point
Constructor	Konami Krazy Racers	S. Wars: Phant. Men.	World is not Enough
C. Bandicoot Series	Koudelka	Shadowman	World's S. Pol. Chases
Crazy Taxi 1 & 2	L. of Kain: S. Reaver	Sheep, Dog N Wolf	Worms Armageddon
D Mirra BMX Series	Legend of Dragoon	Shenmue	Wu Tang:Taste Pain
D. Nukem Series	LMA Manager 00&01	Silent Hill	WWF No Mercy
Digimon World 1 & 2	Mat Hoffman's BMX	Simpsons Wrestling	WWF Smackdown 2
Dino Crisis 1 & 2	Max Payne	Sims	X-Files
Discworld 2 & Noir	MDK 2	Soldier Of Fortune	Zelda Series
Dracula Last Sanct.	Medal of Honor 1 & 2	Sonic Adv. 1 & 2	
Dracula Resurrection	MediEvil 1 & 2	South Park Rally	
Dragonball Z: Final B	Men In Black	Spec Ops Series	

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Dreamcast. PlayStation NINTENDO64 PC GAME BOY COLOR PlayStation2

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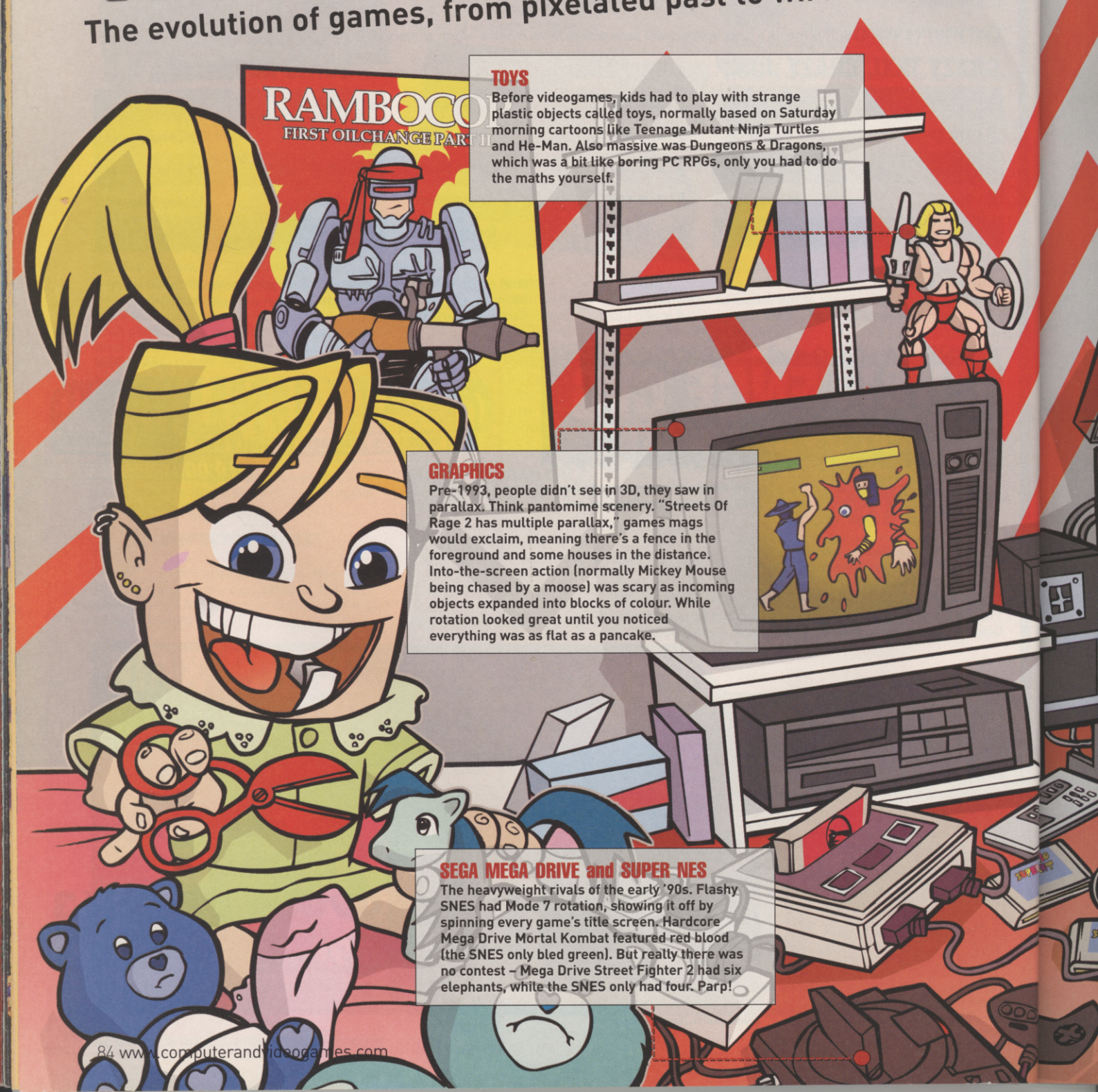
Customer Service: 08700 885 656 (BT National Rate applies)

PAC TO THE FUTURE

The evolution of games, from pixelated past to wire-free future



TOYS

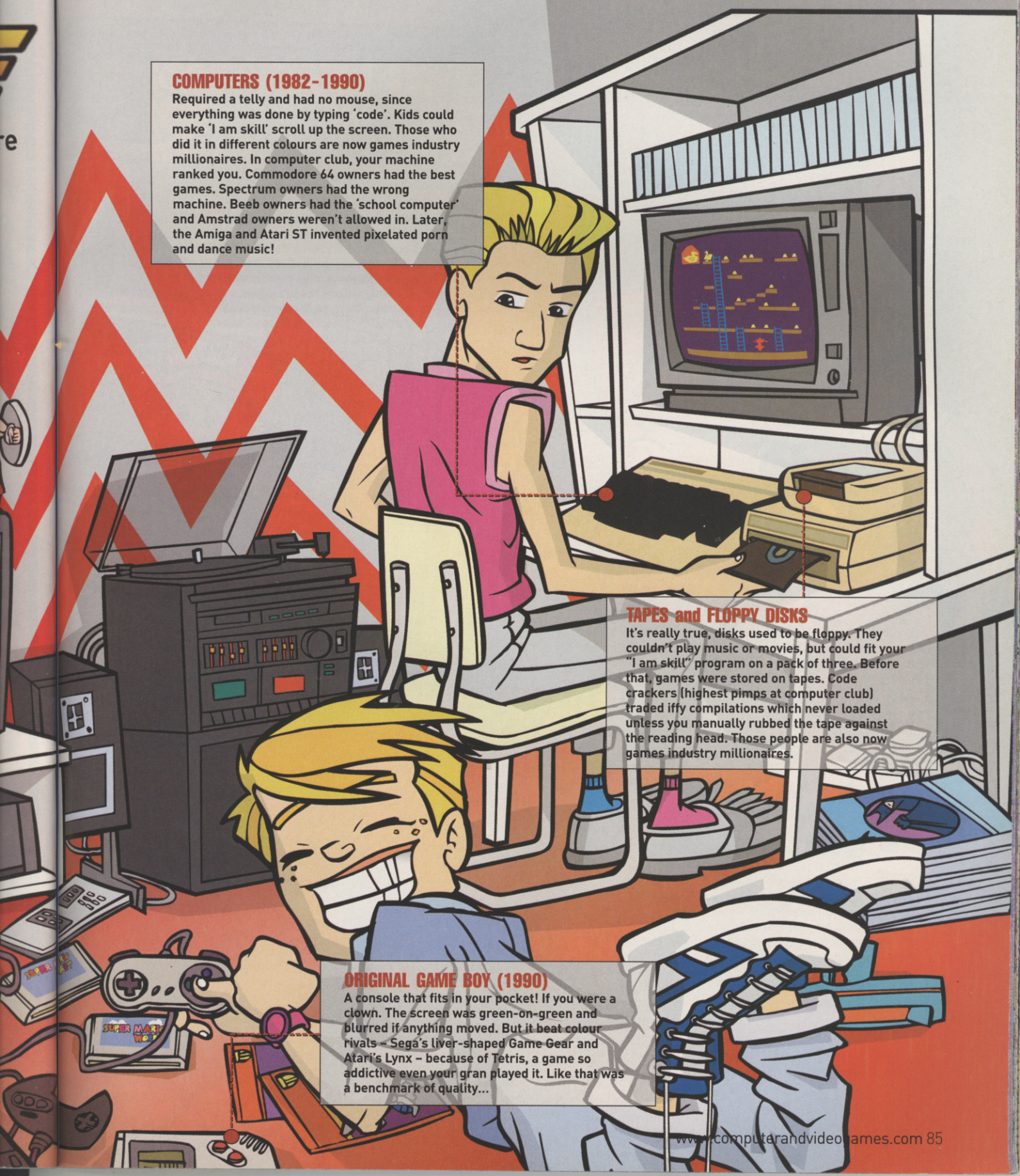
Before videogames, kids had to play with strange plastic objects called toys, normally based on Saturday morning cartoons like Teenage Mutant Ninja Turtles and He-Man. Also massive was Dungeons & Dragons, which was a bit like boring PC RPGs, only you had to do the maths yourself.

GRAPHICS

Pre-1993, people didn't see in 3D, they saw in parallax. Think pantomime scenery. "Streets Of Rage 2 has multiple parallax," games mags would exclaim, meaning there's a fence in the foreground and some houses in the distance. Into-the-screen action (normally Mickey Mouse being chased by a moose) was scary as incoming objects expanded into blocks of colour. While rotation looked great until you noticed everything was as flat as a pancake.

SEGA MEGA DRIVE and SUPER NES

The heavyweight rivals of the early '90s. Flashy SNES had Mode 7 rotation, showing it off by spinning every game's title screen. Hardcore Mega Drive Mortal Kombat featured red blood (the SNES only bled green). But really there was no contest – Mega Drive Street Fighter 2 had six elephants, while the SNES only had four. Parp!



COMPUTERS (1982-1990)

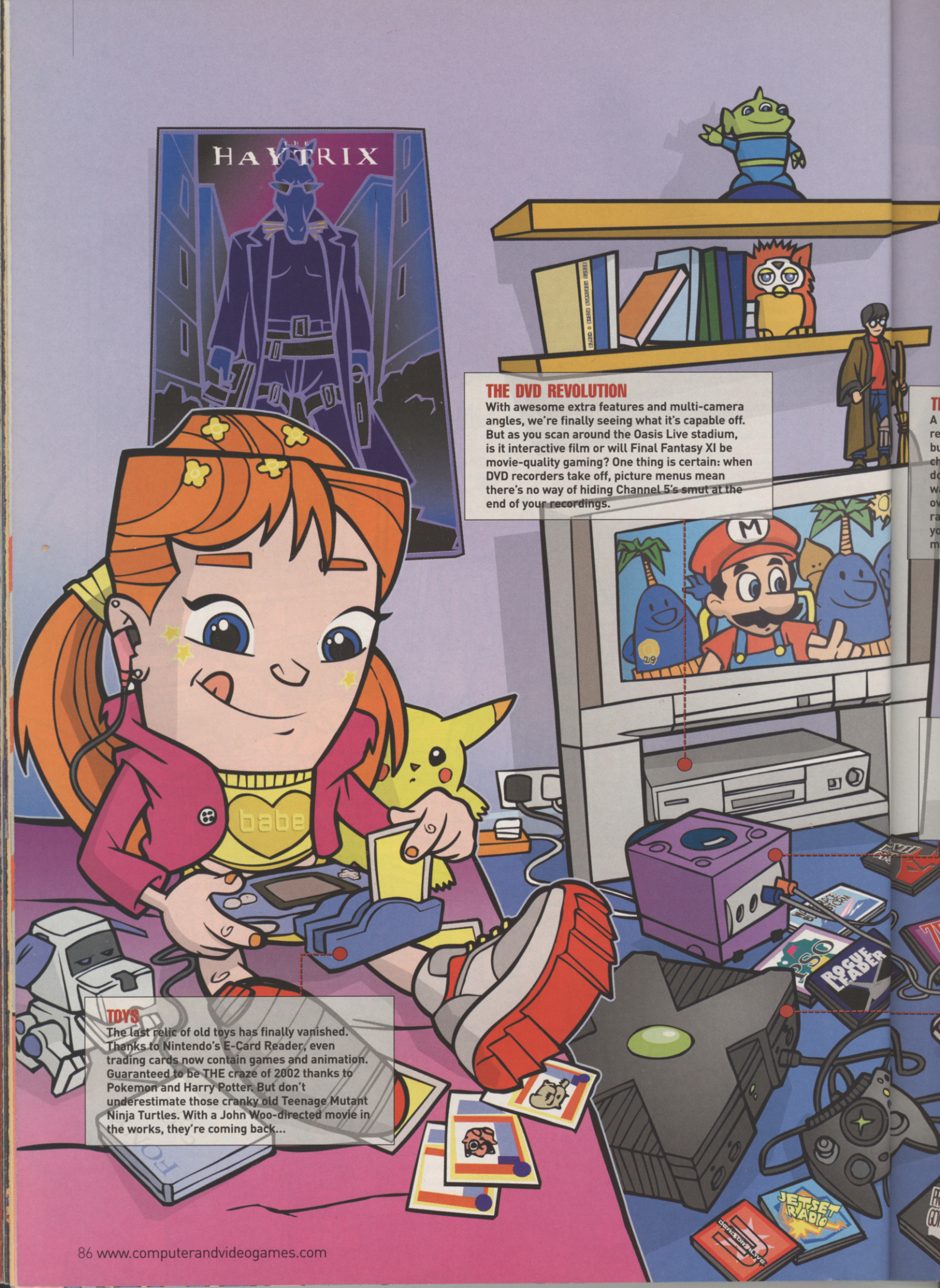
Required a telly and had no mouse, since everything was done by typing 'code'. Kids could make 'I am skill' scroll up the screen. Those who did it in different colours are now games industry millionaires. In computer club, your machine ranked you. Commodore 64 owners had the best games. Spectrum owners had the wrong machine. Beeb owners had the 'school computer' and Amstrad owners weren't allowed in. Later, the Amiga and Atari ST invented pixelated porn and dance music!

TAPES and FLOPPY DISKS

It's really true, disks used to be floppy. They couldn't play music or movies, but could fit your "I am skill" program on a pack of three. Before that, games were stored on tapes. Code crackers (highest pimps at computer club) traded iffy compilations which never loaded unless you manually rubbed the tape against the reading head. Those people are also now games industry millionaires.

ORIGINAL GAME BOY (1990)

A console that fits in your pocket! If you were a clown. The screen was green-on-green and blurred if anything moved. But it beat colour rivals – Sega's liver-shaped Game Gear and Atari's Lynx – because of Tetris, a game so addictive even your gran played it. Like that was a benchmark of quality...


THE HAYTRIX
THE DVD REVOLUTION
With awesome extra features and multi-camera angles, we're finally seeing what it's capable off. But as you scan around the Oasis Live stadium, is it interactive film or will Final Fantasy XI be movie-quality gaming? One thing is certain: when DVD recorders take off, picture menus mean there's no way of hiding Channel 5's smut at the end of your recordings.
babe
TOYS
The last relic of old toys has finally vanished. Thanks to Nintendo's E-Card Reader, even trading cards now contain games and animation. Guaranteed to be THE craze of 2002 thanks to Pokemon and Harry Potter. But don't underestimate those cranky old Teenage Mutant Ninja Turtles. With a John Woo-directed movie in the works, they're coming back...
ROGUE LEADER
JET SET RADIO

THE HARD DRIVE

A name once uttered only by the computer club regulars. But thanks to the new PS2 add-on and built-in Xbox one, console games are about to change for the better. Store characters and skins, download extra levels, customise your loading wallpaper, even play 'organic' games that save over themselves. Imagine breeding a forest of rare Mews unique to your copy of Pokemon. Soon you may even be able to download Special Edition movie out-takes and add them to your DVDs.

COMPUTERS

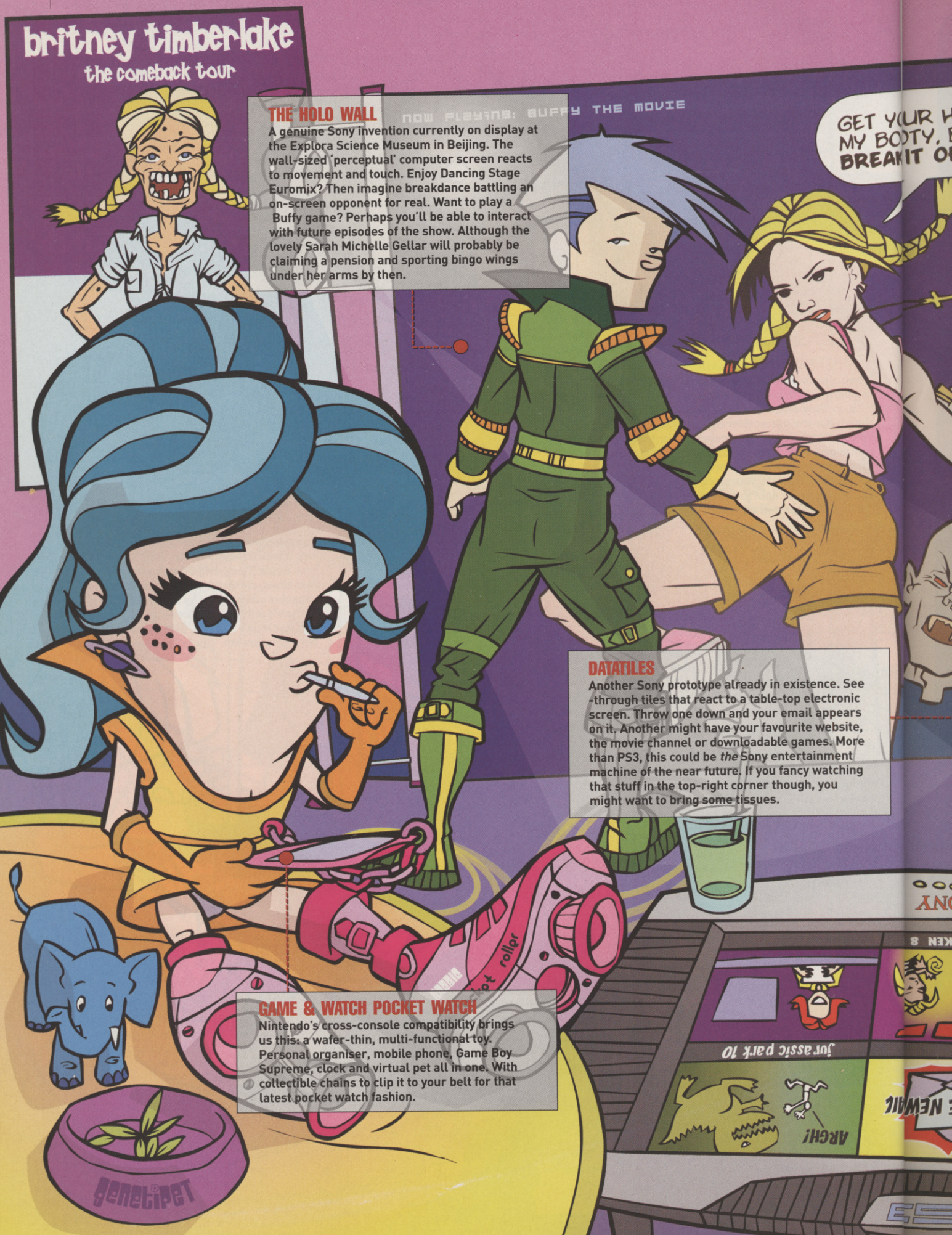
Some people say PCs are losing popularity. We say, check out the new desktop Sony VAIOs or the new Apple iBook. Digital technology means all machines, cameras, Walkmans, phones and consoles can share information. Take a photo of a baboon's arse, turn it green on your PC, record a fart and make a green, butt-headed Solid Snake with arse-breath. The technology is there.

BATTLE OF THE CONSOLES

Never has the rivalry been so heated, but over the next year *you* decide who wins! Xbox has raw power, PS2 has the mass popularity, and GameCube has creative genius and GBA compatibility. But as Dreamcast proved, there probably isn't room for all three!

GAME BOY ADVANCE

Still playing games in 3D? Get with the programme! SNES-style parallax, sprite-scaling and rotation (see The Past) are all de rigueur again, thanks to Nintendo's new baby. But with it comes all these old gaffers claiming this proves old-skool games are best. We'll let you in on a secret: they never looked this good.



THE HOLO WALL

A genuine Sony invention currently on display at the Explora Science Museum in Beijing. The wall-sized 'perceptual' computer screen reacts to movement and touch. Enjoy Dancing Stage Euromix? Then imagine breakdance battling an on-screen opponent for real. Want to play a Buffy game? Perhaps you'll be able to interact with future episodes of the show. Although the lovely Sarah Michelle Gellar will probably be claiming a pension and sporting bingo wings under her arms by then.

DATATILES

Another Sony prototype already in existence. See-through tiles that react to a table-top electronic screen. Throw one down and your email appears on it. Another might have your favourite website, the movie channel or downloadable games. More than PS3, this could be *the* Sony entertainment machine of the near future. If you fancy watching that stuff in the top-right corner though, you might want to bring some tissues.

GAME & WATCH POCKET WATCH

Nintendo's cross-console compatibility brings us this: a wafer-thin, multi-functional toy. Personal organiser, mobile phone, Game Boy Supreme, clock and virtual pet all in one. With collectible chains to clip it to your belt for that latest pocket watch fashion.

THE FUTURE - Joypads? Where we're going we don't need joypads

XBOX XTREME

With Microsoft, bigger is always better. The long-awaited Xbox 2 looks like a 1970's super-computer, complete with games on old 8-track tapes (ask your grandad what that is). Of course, with no room for the telly, the Immersion Bowl-X headset is required to see the image-rendered, clip-mapped 4D graphics. We didn't make up those terms, honest.

TOTALLY WIRE-FREE

One day your kids will ask, "What were plugs?" And you'll reply, "They were needed to give machines power." And they'll say, "What was wrong with radiated Tesla beams?" Then visiting time at the old folks' home will be up, so they'll leave. Wire-free technology doesn't just mean no more tripping over joypads. Without horrible cables to hide at the back, TVs could be round and sit in the middle of the room, computers could be double-sided and sound systems could be tetrahedrons.

COIN-CD and DVD

Of course, everyone will just download MP5s, but for hip DJs, mixing on old-skool CDs can't be beat, even though they'll be coin-sized triple-albums. And why still have DVDs at all? 'Cos the Star Wars Trilogy will only just have come out.

WORDS: Tom Guise ILLUSTRATIONS: Team-Artonomy

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WHAT THE SCORES MEAN

1 – Argh, it stinks!
2 – Abysmal
3 – Sucks a fat one
4 – Oh pur-lease
5 – Very average
6 – Hmm, not bad
7 – Pretty tasty
8 – Very good
9 – Essential
10 – An unmissable belter that defines the genre

Reviews

This month's games played to death

SILENT HILL 2 92

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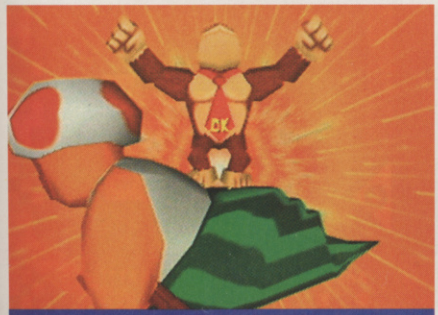
AIRBLADE 100



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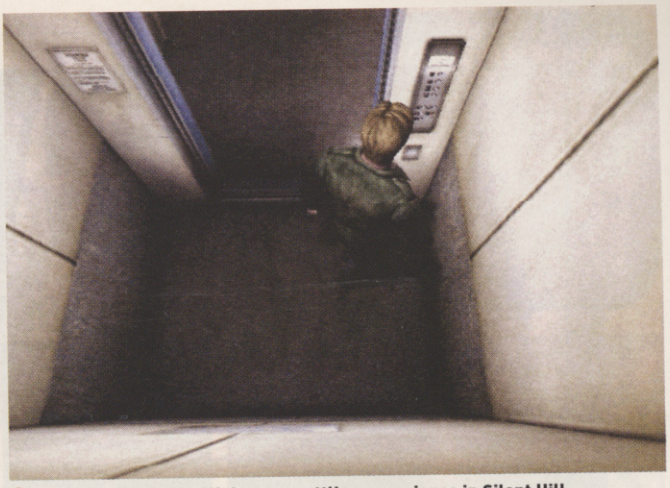
This is what happens when you watch too many soap operas



Even getting in the lift is an unsettling experience in Silent Hill

Silent Hill 2

Just about as frightening as anything on a CD can be

OH MY GOD!

What really makes Silent Hill 2 are those moments of pure and utter shocking weirdness that are usually reserved for the pages of Clive Barker books or David Lynch films. In fact, to say that some of the grotesque scenes you'll be a part of are the stuff of nightmares is one hell of an understatement.

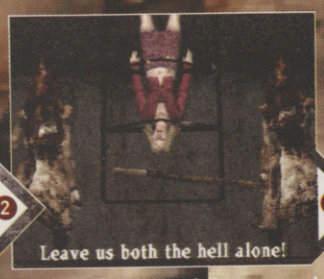
If you had nightmares like these, you'd probably be gurgling in an asylum right now. Just have a quick peek at this collection of sanity-challenging sights for an idea of what we mean...

This freakish beast has been keeping this girl prisoner. God only knows what it's been doing to her...

1

A grosser scene you'll never see

2



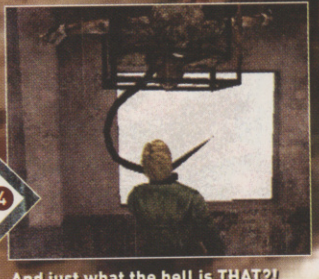
Leave us both the hell alone!

Not even the women-folk are spared

3

These beasts plague your progress

4



And just what the hell is THAT?!

COST: **£39.99**
OUT: **NOVEMBER 23**
PLAYERS: **1**
DEVELOPER: **KONAMI**
PUBLISHER: **KONAMI**

"Imagine all the people, living life in peace yoh-hu-ah-a-ha," a famous hippy once wrote. What a rubbish idea. It'd ruin videogames, for starters. We'd all be forced to spend hours playing sickeningly non-violent, upbeat remakes called Resident Goodness and Full-Life. We need the freedom to choose to cack our kecks in fear at unspeakable, decidedly non-peace-loving horrors. We need Silent Hill 2.

Anything could be lurking in that fog...

So imagine this instead: James Sutherland has had a letter from his dead wife asking to meet her in the town of Silent Hill. Apart from his missus contacting him from beyond the grave, last time James visited Silent Hill, skinless dogs and corpses prowled the streets. So call him brave or call him mad (find out which if you finish the game!), but James sets off for the Hill. Cue you.

HORRIBLY GOOD

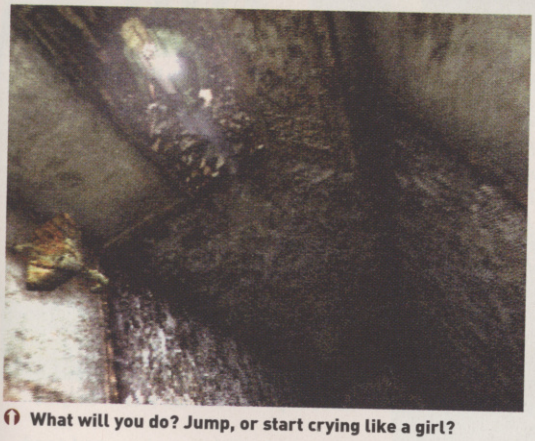
You start at a motorway lay-by, overlooking the lake that provides the backdrop for the town of Silent Hill. The motorway tunnel ahead is blocked. You must continue on foot, clutching your wife's letter. A mist has descended, animal calls cry out from the woods as you make your way to the town. You are completely unarmed, alone and confused, creating a sense of vulnerability that never leaves you in your time in Silent Hill. This is survival horror at its very best.

The game plays much like others in the genre and the control method is close to the slightly clunky Resident Evil system. Combat is similarly a matter of holding a shoulder button to aim and bashing X to fire. But there are many touches that set this apart. For a start, these locations are fully 3D, so the camera is more dynamic.

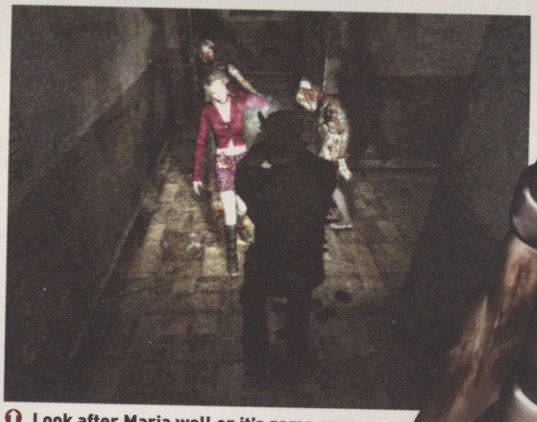
The character detail is awesome

There's not that much in the way of weaponry available, so each new one you find is a god-send

Rotting corpses stuck in great big tubes. Just one of the pleasant sights on offer



What will you do? Jump, or start crying like a girl?



Look after Maria well or it's game over

As you walk, by holding L2 you use the right analog stick to move James's head, and with it the camera view. And when James notices an object, he'll turn his head to look at it as you move past it. Sweet. But the main difference is the way Silent Hill has a feeling of realism. You're an ordinary guy with a bad haircut rather than a hot chick with a grenade launcher. Silent Hill is like any other US mid-western town and there are no cheesy haunted houses with secret government installations beneath them. Instead of laser guns and automatic rifles, you fight with iron bars and hunting rifles – great for anyone who loves a game with a consistently believable atmosphere.

YOU SO STYLISH

The game also has a visual style of its own. The outdoor locations are veiled in a white shroud of clinging fog, giving the town an unearthly feel. Most of the indoor locations are nigh on pitch black, so you rely on your torch to navigate the deserted hotels, apartment blocks and bowling alleys.

Reflections of neon signs flicker in dank puddles. Pools of dark crimson form on the floor where your recently-killed foes lie. If you run, James's pace drops as he gets knackered, and when you stop he bends over, panting. It's a masterclass in creating tension and atmosphere.

To match the haunting visuals is one hell of a messed-up soundtrack. Instead of music is an unrelenting cacophony of clanking metal, groaning and the echo of your own footsteps. As in the first game, a pocket radio James carries with him starts pumping out white noise when any creatures from the other side are near. This simple device adds bucketloads of atmosphere and plays an important role in the gameplay.

CUT OFF IN ITS PRIME

We've been glued to the screen ever since we first got hold of Silent Hill 2. It's the darkest, most stylish, most adult and most downright freaky survival horror game ever. Even Les was chilled to the bone.

But this may not be the perfect game for everyone. It's a bit of a 'thinker' and the pace is slow. The action is nail-biting but doesn't flow thick and fast, and the combat isn't as sophisticated as some may have wanted. Also, it doesn't take very long to complete, maybe 14 or 15 hours for the first time through on Normal level.

But for all that, this is pretty much the last word in the genre started all those years ago by Alone in the Dark and made popular by Resident Evil. Unless the next survival horror game makes some pretty impressive steps forward like fully interactive environments and more flexible control systems, it will most likely be little more than a slight shock next to the unrelenting terror that is Silent Hill 2.

CVG FACT

The game's designers say one of their main influences for Silent Hill 2 was David Lynch's classic spooky TV series Twin Peaks

CVG RECKONS

Its spine-chilling atmosphere will leave you speechless. A top survival horror. Steve O

9

If you like this try these...
Clive Barker's Undying (PC)

Spider-Man 2 Enter: Electro

Not the brightest lightbulb in the shop

COST: **£24.99**
OUT: **NOW**
PLAYERS: **1**
DEVELOPER: **VICARIOUS VISIONS**
PUBLISHER: **ACTIVISION**

Normally, a guy wearing tights running round a city flicking sticky fluid at people would lead to arrest. But do it in America and you're hailed as a superhero and have comic books written about you. The problem is that no matter what radioactive powers you may have, your age will still catch up with you. And in gaming terms, Spider-Man has just found that out the hard way.

Because, while developer Neversoft has added a few new features to keep the interest going in this sequel, the control system and movement is now really starting to creak under the strain of keeping the sticky one on his toes.

Seems a bit harsh – he was only scrounging in the bins

Spidey webs onto... er, the sky

Let's hope he's lost his fear of heights

Web your hands up for extra-hardness

CVG FACT

The brains behind the Spider-Man games are also responsible for the awesome-looking Tony Hawk's 2 on GBA as well – maybe they should have given Spidey a skateboard.

ELECTRO SHOCKER

With the first game being such a hit, the follow-up was inevitable, so we can be grateful they have actually put in some new features rather than just rehashed the same old formula. The web-flinger has new attack combos he can use on the array of thugs you meet, but until you face the bosses you can easily get away with relying on just one or two of them. You can also get new outfits, like insulated costumes that don't get affected by electricity – pretty handy when you're fighting a bloke called Electro.

But all these new outfits and special moves come at a price. The normally athletic web-slinger now moves like an old granny going to the post office to get her pension. He can only turn in 90° movements, which is okay until you need to line up a subtle move to a new rooftop, or when you're fighting a boss and need to hit something with your web in a hurry. It gets very frustrating when you spend more time lining up a jump or a shot than actually doing it.

With all the secrets to unlock in the game there is a lot to do. But the bulk of the action involving swinging from roof-to-roof webbing thugs lacks variety and the controls feel clunky, which all erodes the appeal of the original somewhat. Some nice artwork can be found inside for die-hard fans of the comic books, but if you've played the first game to death you'll be hard pushed to live with this for any more than a few levels. After that, the novelty will most likely wear off and the control flaws will force you to realise that this just isn't fun any more.

ENTER SANDMAN

All that flying around the city leads to one thing – the inevitable boss battle. Going toe-to-toe with these guys isn't the way to beat them, so use your environment and special Spidey skills. If something is hanging precariously from a hook, chances are you can drop it on the head of the boss – you see how it works?

A close-up, hand-to-hand scrap with Sandman (or any of the bosses) is just not going to do you any good

Make like a true superhero and run away to lob stuff at him from the high ground

CVG RECKONS

More like Spider-Man 1.5 than Spider-Man 2. Looks tired and grimy and lacks variety. Les

6

If you like this try these...
Spider-Man (PSone), Klonoa 2(PS2)

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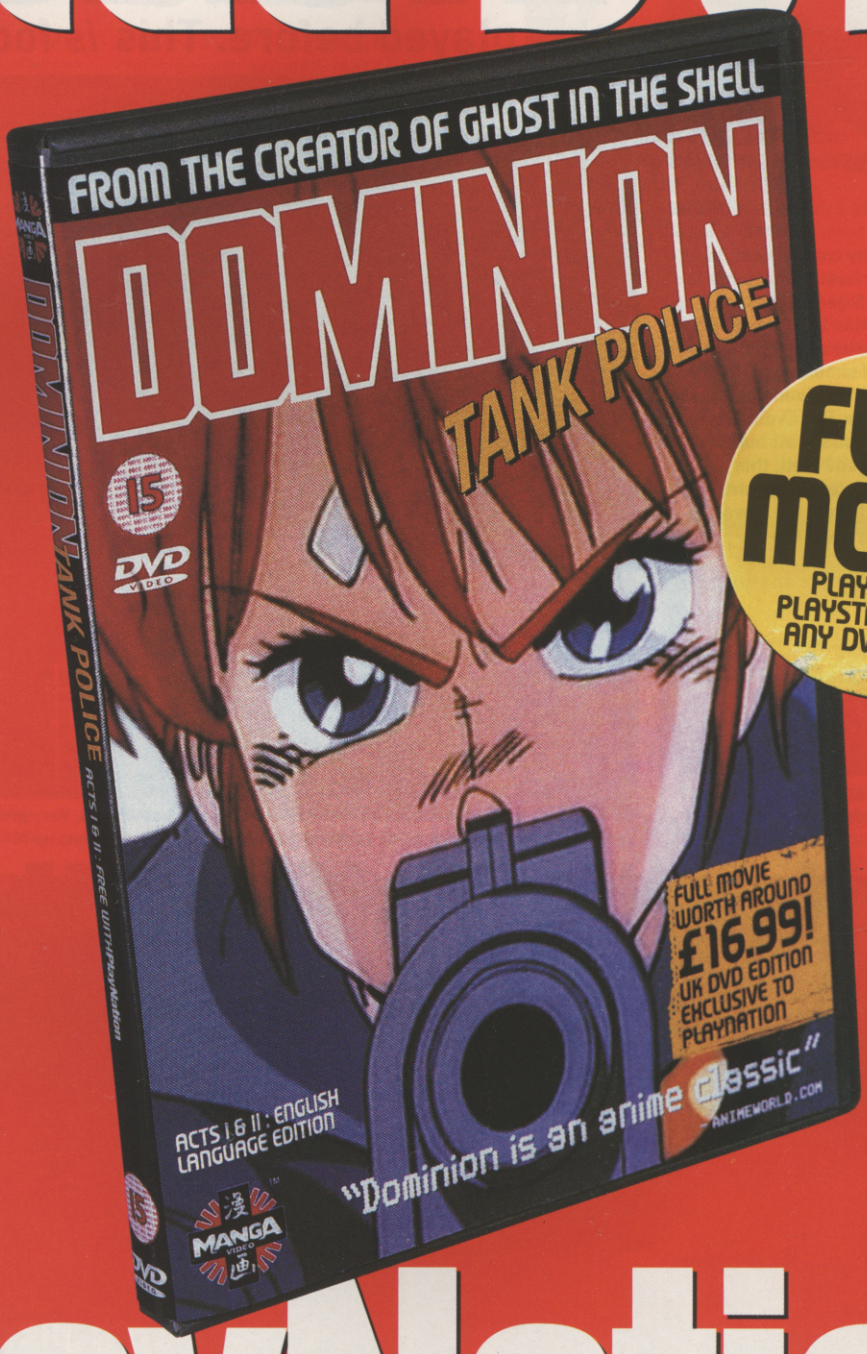

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Pro Evolution S

Forget everything you've played before. This *is* football

COST: **£39.99**
OUT: **NOVEMBER 23**
PLAYERS: **1-8**
DEVELOPER: **KONAMI**
PUBLISHER: **KONAMI**

Let's clear up any confusion right away. The new best footie game in the world isn't an ISS game. Yes, you read that right. But this isn't because FIFA and co have finally managed to hit the target instead of shooting well wide, it's because Konami has given the latest ISS game a new name. Pro Evolution Soccer is ISS Evolution 3 in all but title. What else has changed? Well, this being on PS2, it looks fantastic. Beckham looks and moves just like in real life, Owen is quick enough to give Germans nightmares, Steven Gerrard really smashes every shot he hits and Seaman looks like a girl from the back.

NOT JUST 'HIT AND HOPE'

The player animation is spot on, and your team-mates make clever runs into space when you're on the ball. It's very satisfying to thread a through ball to your striker and have him dance around the keeper for one-nil. You earn goals here with considered build-up play and tactical nous, not just by twatting a long ball and hoping for the best.

This is how the game looks on the most zoomed-in camera view. Very pretty, but unworkable if you're a serious PES player. Zoom out a couple of notches, and the park opens up for your visionary passing moves

A sweep around the stadium shows off the fantastic detail. Munich's Olympic Stadium (where England beat the Germans) and Monaco (where Liverpool beat the Germans) look incredible here

The line-ups are shown just like on the telly

IT'S JUST LIKE WATCHING... TV

ISS games have always been bang on the money when it comes to reproducing the feel of football on a console, but have never amazed looks-wise... until now. Next to this, ISS Pro Evolution 2 looks slow, jerky and rough around the edges. Players in PES now move with incredible smoothness, hit volleys with a crack and march onto the pitch with the game camera filming them like it was a proper televised game.

Soccer

"Gut goal Carsten! Ve vill beat ze Englanders easy, ja!"

Like real football, you can mix up the pace at will. Every player has four different run speeds, making Maradona runs up the park a tantalising possibility. Special moves are at a premium, and only the best players can dummy and feint with consistent effectiveness. Zidane is no longer a liability because of his lack of pace – his real-life skills are carried over so he can turn on a sixpence and hit long balls straight to feet.

Defenders aren't nearly as effective going forward, but earn their keep as they climb over strikers to head away long balls. Donkeys like Tony Adams will fall over if they try a step-over, but master strikers like Batistuta can feint inside and out – righting a major wrong for people who played previous versions.

BE A SVEN, NOT A KEVIN

The authenticity extends to tactics. If you're getting overrun in midfield, drop a striker back in and you'll notice the difference straight away. Players also tire as a game progresses, and you'll need to juggle your subs wisely to win. Activating an in-game strategy with a button press could be all it takes to jolt a stagnating nil-nil into life.

At its core, Pro Evolution Soccer plays similarly to ISS Evolution 2, meaning a couple of problem areas go unrepaired. You don't get enough control of where to play the ball at corners and throw-ins, and the roster of teams looks pitifully small next to those of This Is Football 2002 and the FIFA games. Seven English club sides are included: Man U, Arsenal, Leeds, Liverpool, Chelsea, West Ham and Newcastle, alongside the cream of Europe and every significant national team.

FIGO? AT WEST HAM?

The best option for a long solo game is the Master League mode, where PES imagines up a 32-strong world club superleague. You start in Division 2, and try to lead your club to glory. Every win earns points to spend on players, so with enough good results Figo can play for West Ham. Previous games saw the challenge evaporate when you'd built a dream team, but now you have to pay players a retainer at the end of each season to keep your squad together.

CVG FACT

The developers paid special attention to accurately modelling the faces of 200 top players.

Scrutinise the animation in replay. Absolutely flawless

Multiplayer rules as ever, with the bread and butter two-player game complemented by some smart game AI that makes even a four-on-four game a joy. Perfect, then? Not quite. It seems harder than ever for a good player to dominate a weaker one, and players will occasionally inexplicably shoot wide from an easy chance. But hey, that happens in real football. PES will often chuck you a boring nil-nil draw as well, but that's like real life too. You wanted real footie. Now you've got it.

CVG RECKONS

Footie fans now have as much reason to buy a PS2 as boy racers did when GT3 arrived. **Dean**

9

If you like this try these...
ISS Pro Evolution 2 (PSone)

The game gets under way from a TV-style view

Goals are rewarded with celebration close-ups

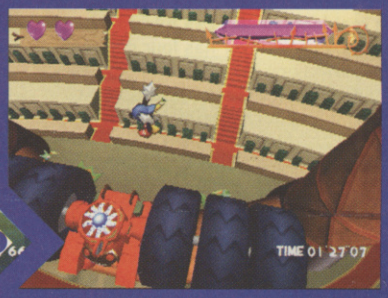
For the first time ever in the series, the game shows the highlights from each period at half and full-time

WHO'S YOUR DADDY?

Where Klonoa 2 lets us down is in the originality stakes. For the most part, the platforming gameplay is an amalgamation of elements from games that have gone before. Except in the boss fights that crop up every two or three levels, which are easily the best parts of Klonoa 2. Using your magic golden ring to stun the enemy and marvelling at the imagination and plain old-fashioned lunacy of these encounters is a treat for the brain. You can even replay these battles for bonuses after seeing them off!

Jump and throw stuff at this beast's big yellow boil

Inside is Leptio the Flower Clown. Hurt him!



Get airborne to fight the mobile tank boss

Klonoa 2: Lunatea's Veil

Get happy with the floppy-eared furball and his, er, magic ring

COST: **£39.99**
OUT: **NOW**
PLAYERS: **1-2**
DEVELOPER: **NAMCO**
PUBLISHER: **SONY**

Klonoa 2 is the anti-GT3. Where the earth-shattering racer is all about photo-realism and natural effects, the cartoon land of Lunatea is a work of nonsensical genius. There's a shadow of darkness infecting the spherical inhabitants of the world and you have to travel the land and ring the five bells to cleanse the skies. Yup, it's the type of old-skool platformer we thought they'd forgotten how to make, and it's now officially the cutest game on PS2.

CVG FACT

Namco made Pac-Man and Klonoa has a Pac-Man logo on his hat. Cool!

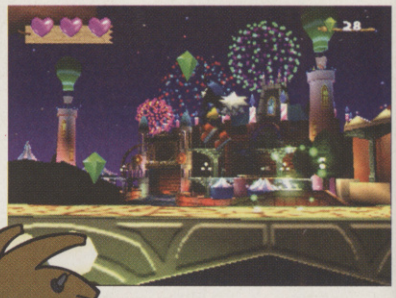
EUPHORIC PUPPY

With its primary colours and stunning cel-shading, simply trekking from the beginning to the end of each level is enough to bring you big joy. Everything you see, from obstacles to enemies is there for a reason, and finding out how to use it all to your advantage is pure gameplay magic.

But the real gameplay euphoria lies in discovering all the hidden routes through each area and collecting every last Dream Stone and rescuing all the broken toys. It won't take you long to see every level, but the quest for collecting all the treats dotted about is hardcore enough to last you weeks. It's great news for completists, but not a task for everyone and players who feel that they can't be bothered might end up feeling short-changed by the relative shortness of the main quest.

Access more of the world map as you play

Jump Klonoa, you strange cat-dog creature!


Joilant Theme Park level: rockets! Oooh!

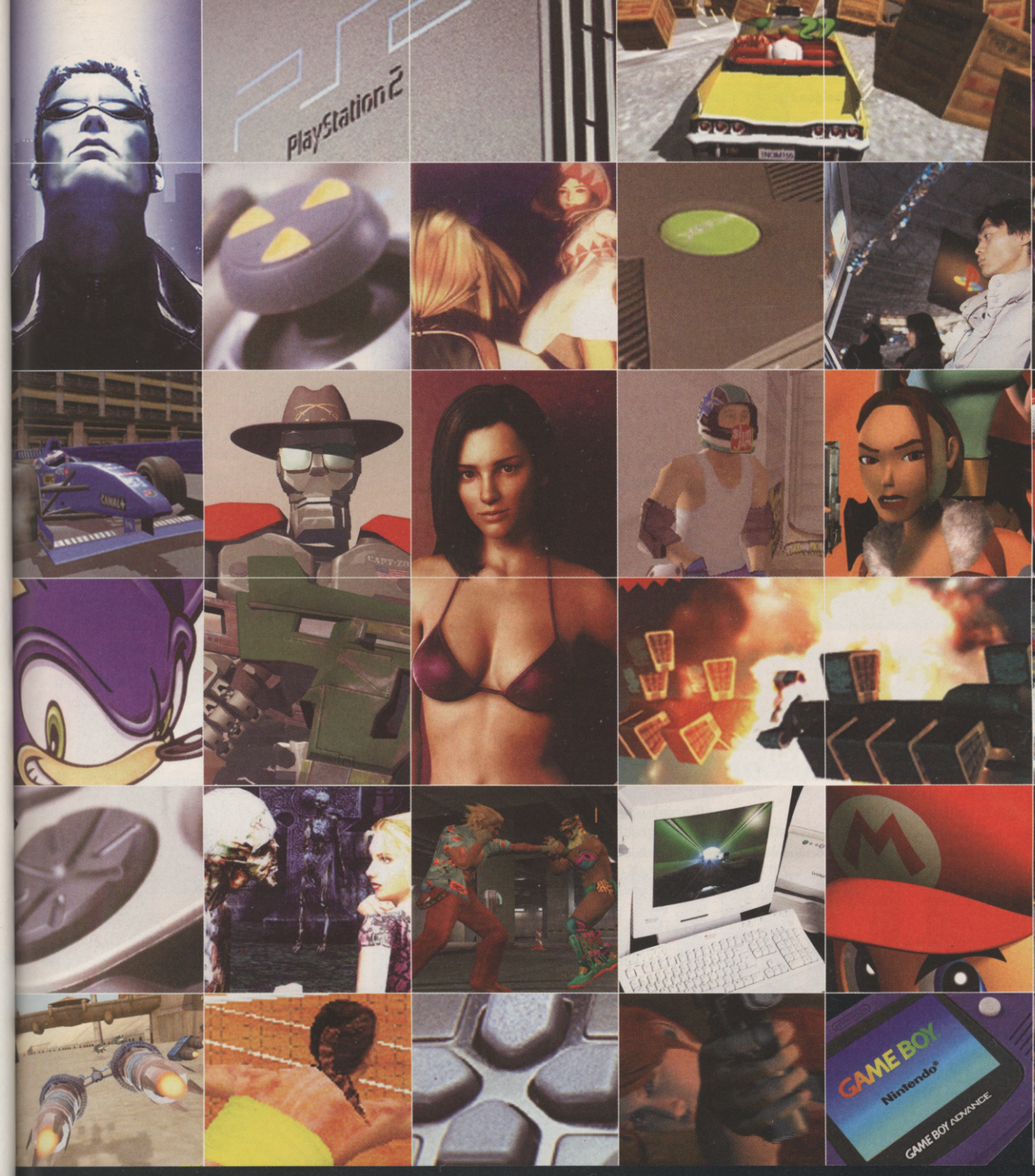
There's plenty of on-rails action too.

CVG RECKONS

There's depth here but many players will find it a little too simplistic. **Lee**

7

If you like this try these...
Crash Bandicoot (PSone)



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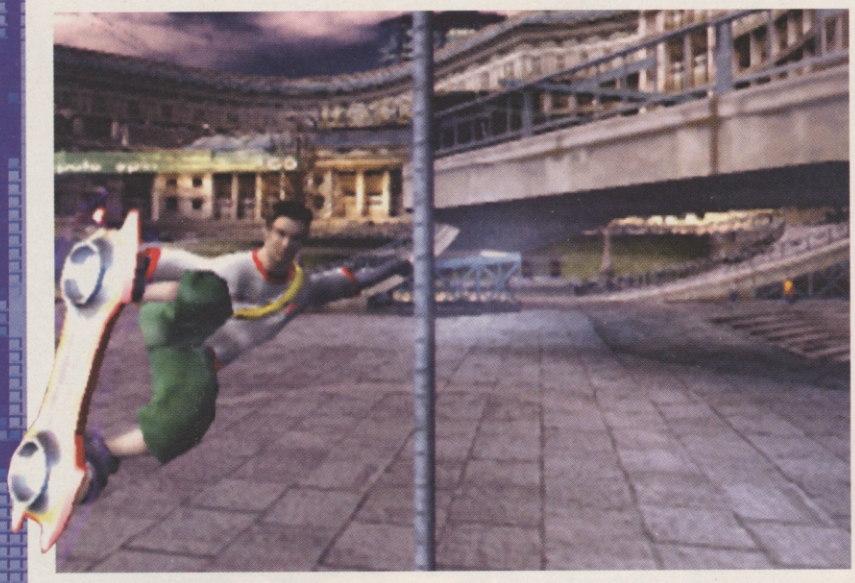
The visuals are wicked and are about as good as any 'boarding title we've yet seen



AirBlade

It's like Tony Hawk's on stabilisers

COST: **£39.99**
OUT: **NOVEMBER 9**
PLAYERS: **1-2**
DEVELOPER: **CRITERION**
PUBLISHER: **SONY**

No-one bats an eyelid if a man dressed as as a giant todger struts around of Soho, and likewise the folk in AirBlade don't seem to find anything unusual about a guy whizzing around on the world's first hoverboard. CVG doesn't care much for weirdos parading as weeners, but hoverboards rock and deserve our full, undivided attention!

Using almost exactly the same controls as a Tony Hawk's game, AirBlade has you floating around large arenas, popping nutty tricks and carrying out objectives that are pretty similar to, well, a Tony Hawk's game. But unlike other extreme sports titles, AirBlade provides you with different missions (against the clock) on each level. Try nailing the bad guys with your hoverboard, disrupting giant satellite dishes, grinding dodgy stretch limos and leaping on to a low-flying helicopter.

This is all great when you're boosting all over the place, grabbing poles and swinging around like a orang-utan, but AirBlade's hoverboard gimmick means that the gameplay is unavoidably floaty.

THE FLOATER BIT

If you've ever played a Pro Skater game, you'll know how difficult it is to stay on your board and pull off a string of tricks or one major stunt – ball-crunching falls are common. But whenever you fire off a trick in AirBlade you don't have to think much about skill, timing or balance as you automatically land on your feet.

This soft and cushioned approach to stunts takes the edge off what could have been a potential bail-fest, and you'll be hard-pushed to fall off your board short of pelting headlong into a wall, kamikaze style. Broken down, AirBlade looks as visually awesome as the up-coming Tony Hawk's 3, but the action is geared towards gamers who like their extreme sports nice and tame. So if you're a bit of an unco-ordinated amoeba or you just love hoverboards like the rest of us, take a look.

Anti-gravity boards are next year's big thing though

LOOK MUM, NO WHEELS!

You have to carry out the objectives on each level within a strict time limit, but you can use the arrow at the top of the screen to guide you through the challenges. While this aid may take away a little of that buzz you get in other similarly structured games, time is short making it an invaluable tool that keeps the action fast and fluid.

Blister your way though the beautifully lit landscapes following the golden arrow

You can trick similarly to Hawk, but one crucial addition is the acrobatic pole-swinging action

But the board just feels too safe 'cos it's hard to come off

CVG RECKONS

Not nearly as hardcore or hard-edged as the Pro Skater games, but has cool challenges, amazing acrobatic moves and blinding visuals. Mike

7

If you like this try these...
Tony Hawk's 2 (DC), SSX (PS2)

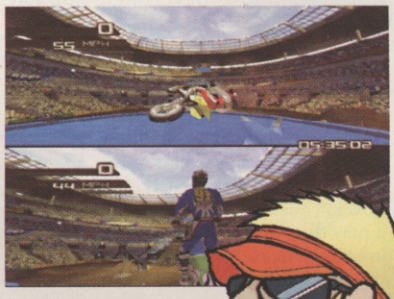
MXrider

Filthy helmets and dirty action

Leap over electric bolts

Riders are never far apart, so don't bail

Barrel roll over the shark. That's amazing



COST: **£39.99**
OUT: **NOW**
PLAYERS: **1-2**
DEVELOPER: **PARADIGM**
PUBLISHER: **INFOGRAMES**

Hot on the heels of THQ's MX 2002, MXrider brings with it a similar blend of fast racing action and certifiably crazy and impossible stunts, but in the race for motocross domination Infogrames' bike game is just that little bit dirtier, loonier, more intense and entertaining than its direct counterpart.

Intuitive racing and stunt controls make MXrider easy to pick up, but, as with MX 2002, tricks don't play a major role when you're racing in the Championship mode, as they're more for show than anything. Dirt and water splash onto the screen and cake your rider in mud as you smash into other AI competitors, and these cool, if basic, effects help add the sensation of speed and drama to the action. And the fact you can adjust the other AI riders' aggressiveness from tame-as-pussycats to hard-as-nails makes races feel quite hardcore.

The simple racing action gets real dirty, real quick

The cool Freestyle mode is where the stunt action comes into play, and you can pull off physically impossible stunts such as barrel rolls. The novelty arenas are littered with crazy obstacles, including sharks in a giant pool and flaming hoops. This balanced mixture of high octane racing action and tongue-in-cheek stunt acrobatics makes MXrider a game for dirt heads and extreme freaks alike.

CVG RECKONS

A blend of racing and stunts that's mindless but often entertaining. **Mike**

7

If you like this try these...
ATV (PS2), MX 2002 (PS2)

F1 2001

Anyone for another F1 game?

21st place? Joss you suck

COST: **£39.99**
OUT: **NOW**
PLAYERS: **1-4**
DEVELOPER: **EA**
PUBLISHER: **EA**

Another F1 season and another half a dozen F1 games across the formats, all with the official licence and all claiming to offer the ultimate in realistic F1 experiences. And as good as they all may look, they're hardly likely to get you genuinely cacking yourself as you realise you've clipped the back of another car and are heading towards a wall at 200mph. So what has EA, which is more prone than most to annual cash-ins, done that might make this latest instalment actually worth getting?

The answer – not much. The stats and drivers are all bang up to date, so Button will be a load of crap, Coulthard's car will break down a lot and Schumacher will win everything in sight – unless you stop him, that is. But apart from that, you're looking at a few weather effects, your driver peeling a strip off his visor and a handling system that manages to prioritise realism over playability. We're pretty sure that's not how EA would word it, but it's the truth. As we're finally getting to the stage where they can't really do much more to these games apart from update the stats and tweak the visuals every year, why don't they just put in an editor that lets you do it yourself? There's your buying decision right there. Can you handle an F1 game that tries to be too realistic for its own good, or do you want something that is actually fun to play?

Yes, it may be up to date, but if you own one of these games already, £40 just to see your driver in the right colours seems a bit steep to us.

The visuals are damn sharp and the stats up to date. Otherwise, it's like the last one

Here comes the annual pile-up

The nightmare that is the Monaco circuit

CVG RECKONS

Realism rules over fun and playability here. If you're the kind of fan who gets up at 3am to watch the Aussie Grand Prix live, then this is for you. If not, it isn't. Simple. **Les**

7

If you like this try these...
GT3 (PS2), Burnout (PS2)

Mario Party 3

It may be MP3, but it sure ain't music to our ears

COST: **£44.99**
OUT: **NOVEMBER 16**
PLAYERS: **1-4**
DEVELOPER: **HUDSON SOFT**
PUBLISHER: **NINTENDO**

Next-gen mania has violently shoved N64 out of the window, but as the machine helplessly spirals down towards the console graveyard far below, there's still time for one last party, Mario style.

With buckets of new mini-games and a new Duel mode, you'd be forgiven for initially thinking this is an all-singing, all-dancing fresh experience. Which it ain't.

Though mindless mini-games are fun, after a few days of controlling the little plumber through tiny and restrictive scenarios, you'll be longing for the kind of meaty gameplay and free landscapes found in Mario 64. It's frustrating that Nintendo invested so much effort into the Party series, but denied us the joy of a second Mario 3D adventure on N64. That said, with GameCube and Mario Sunshine on the horizon, this should be time for celebration so let's at least try to get into the party spirit. Conga anyone?

ROYAL RUMBLE

The Nintendo superstars from MP2 are all back as controllable characters, as well as Waluigi and Daisy. And in true Mario Party tradition, the entire game revolves around the heady figure of 70 new multi-player mini-games that litter the five differently themed boards. Nothing startlingly new or complicated here, but give the Battle Royal mode a bash with some mates and you'll have a good laugh as you get up to all sorts of crazy activities in some brilliant little games. However, though the games are great fun to play once or twice, they're pretty brainless and the novelty soon wears off. All the games are original, but they're still in the same vein as the previous Party games, so you never really feel dazzled by any of them.

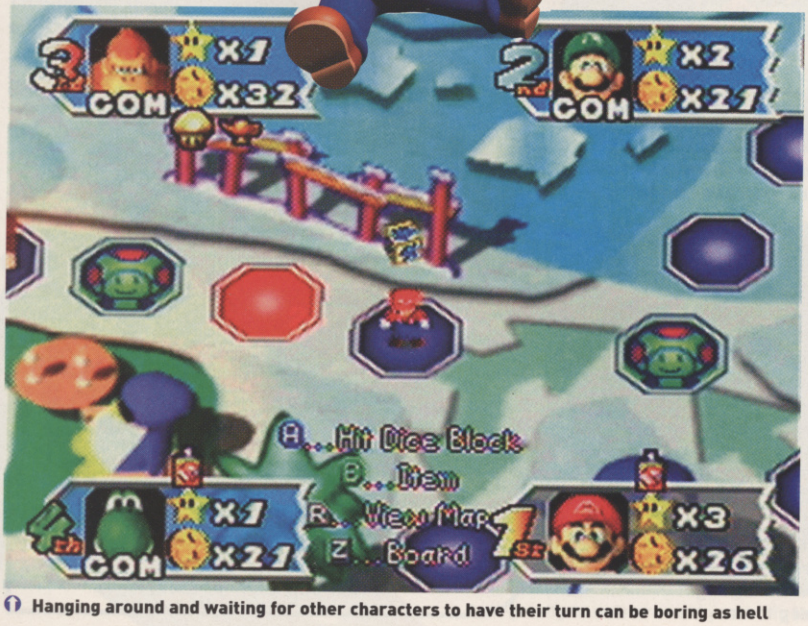
Spin and hope, as luck plays a big part

PARTY FOR ONE

The last two games didn't really focus on the single-player game, and MP3 has tried to remedy this with its Story mode. Though the action is more structured than before, playing against AI characters just isn't much fun. When you're playing with buddies you get to dig each other in the ribs and swear at one another as you button-bash through a race, and it's this feeling of constant silly interaction that's the best thing about MP3. But when you're on your own, it's hard to throw yourself into the single-player experience.

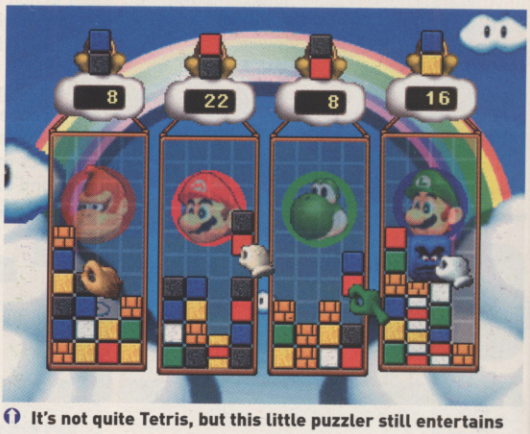
In the Duel Mode two-player option, you choose a partner from a selection of 12 Nintendo bad guys. You pay your hired mercenary partners by earning cash in mini-games with your main character, and your baddies fight it out on the board. It works quite well, but the gameplay is too bitty and nowhere near as fun or fast as something like Pokemon. And this sums up MP3.

The action is turn-based, but not quick and fluid. As you wait for others to have their turn and for mini-games to kick off, your attention will drift. The gameplay is far too stuttered unless you're with a pack of friends. The clue is in the title: Mario Party. Have you ever been to a party with fewer than four people attending and had fun? Thought not.



Hanging around and waiting for other characters to have their turn can be boring as hell

Surely the tree-dwelling gorilla has an unfair advantage?



It's not quite Tetris, but this little puzzler still entertains

CVG FACT

Mario Party 3 marks the end of an era, as it will be the last official Nintendo game to appear on N64. So long old friends, it's been a riot

CVG RECKONS

Loads of good mini-games don't make one great game. Fun in small bursts and with mates. But playing by yourself can become depressing and lonely. **Mike**

6

If you like this try these...
Sonic Shuffle (DC), Mario Party 2 (N64)

Sit on the board and wait patiently for the action to be served up and a rumble to occur. If you can stay awake until your turn, that is...

GOING LOCO

MP3's motto is clearly 'variety is the spice of life', having thrown as many little games as physically possible into one cart without it exploding. But built within a boardgame structure of dice-rolling and turn-taking, you'll find yourself switching off unless you're in the thick of the action in a mental mini-game.

Practise each game first

Treadmill Grill: 3D fun

Surf on shells in Motor Rooter

As the playing area gets smaller it gets much harder to cling on, and even though the action is cool, the game's over before you know it

Johnny Bravo LIVE

FROM TOKYO

22nd Oct-2nd Nov

CARTOON NETWORK

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The mission briefing shows you your key targets

Zoomed right out, this looks simple enough

Lure guards away with ciggies and knock 'em out

SKINNING A CAT

Like a real commando, you're encouraged to think on your feet and be tactically flexible to complete your mission. There's no right way to do it, just your way, Marine.

On the tiny first training mission your lightly armed team of two are the thief, Lupin, and the engineer. How do you play it? Plan A: go gung-ho and wade right in all guns blazing? Or Plan B: stay undercover and play it sneaky. It's up to you and there's nothing to stop you doing a bit of both. Here's an idea of how the different approaches play out...

Engineer kills guards for a machine-gun and uniform

COST: **£34.99**
OUT: **NOW**
PLAYERS: **1-8**
DEVELOPER: **PYRO STUDIOS**
PUBLISHER: **EIDOS INTERACTIVE**

Commandos 2: Men Of Courage

Like starring in your fave old WWII movie

Games like Commandos 2 ought to come with a special health warning. You may worry that straining too hard to lay an arse egg can make you prone to a fatal embolism. Don't. Worry about straining so hard while playing Commandos 2 that your head drops off and sits gibbering to itself on your lap. It's that hard. But it's also worth pretty much every second you spend playing it.

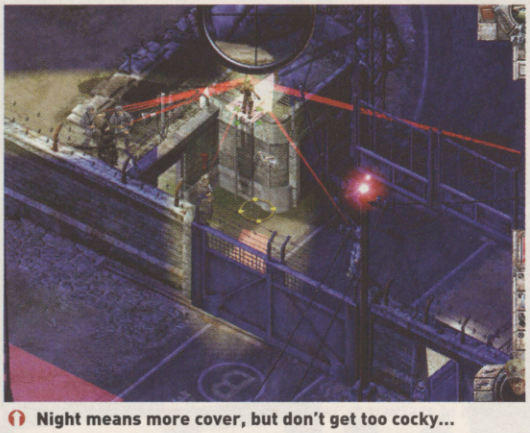
ON YOUR BELLY, SOLDIER

Original Commandos veterans will know the drill – tactical, squad-based action with heavy emphasis on sneakage. Hours of crawling on your belly, posing as Nazi soldiers, hiding bodies, studying guard patrols, punctuated with occasional bursts of frantic action. Your first full mission sees you infiltrating a sub pen, stealing sleeping pills and drugging an officer's drink to get the key to a safe containing an Enigma machine. Plus you get new objectives mid-mission. Phew!

All the old team are back along with three additions: the thief Lupin, saucy seductress Natasha and Whiskey the terrier who, unlike Natasha, is a real dog.

VITAL STATISTICS

Some of the levels are massive and initially bewildering, but you get maps and even location shots of what you're looking for. It's just one of several cool features which make the complex scenarios a bit easier to manage, along with being able to set your troops to fire on sight.



Night means more cover, but don't get too cocky...

CVG FACT

It's a touch ironic that us Brits have had to rely on the Spanish, who were neutral in WWII, to make a game about an elite fighting unit invented by... the British.

The level of detail lavished on the dynamic environments and AI will have you weeping for joy too. From the different ways enemies respond to alerts (which will keep you on your toes), to seeing Nazi officers make their soldiers do push-ups while you're waiting to sneak past – you'll be constantly marvelling at what they've crammed in. Before asking yourself how to use it to your advantage.

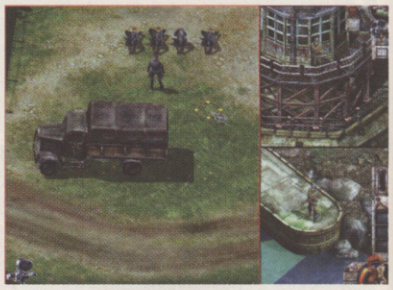
SAVING GRACE

Anyone can tell from the screenshots that Commandos 2 looks razor sharp, but what's not so obvious is now you can go inside buildings and also get to see the action from four directions. And you'll need every one of them to stand a chance of getting on top of your mission objectives.

Thankfully they've included unlimited saves to take the edge off the pain of failing to take out that tricky guard for the twentieth time. Though when you get stuck it's often worth a re-think as the way you go about missions is limited only by your tactical imagination. Add in three difficulty levels, hidden items that unlock new levels and a multiplayer mode, and we're talking about a lot of playtime.

LONG, DEEP AND WELL HARD

Commandos 2 isn't without its faults, such as pathfinding errors forcing you to change camera angle, but these are mere niggles. Really, the biggest criticism that will be levelled at it is it looks and plays much like the first and can be every bit as difficult and frustrating. But with this amount of extra depth and graphical finesse, we can't see fans of the first game complaining.



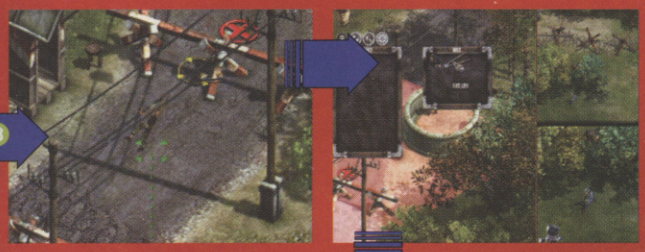
Split-screen keeps track of everything

CVG RECKONS

More of the brilliant same, only with extra detail and choices. Not one for the trigger-happy. Pete

8

If you like this try these...
Commandos 1 (PC), H&D (PC)



Lupin sneaks over phone lines

Nicks cutters and grenades

The Nazi guard is fooled

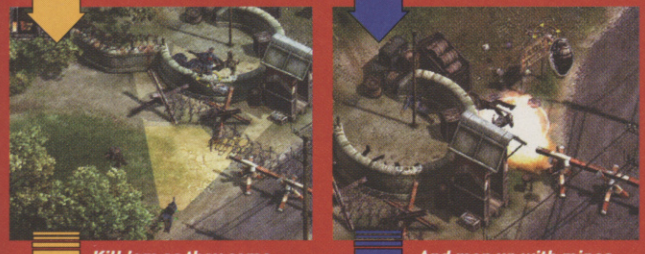
Nearly spotted returning

So get up nice and close

Now the engineer is free

Set the auto-fire feature

To grenade the bunker



Kill 'em as they come

And mop up with mines

But whichever course you choose, repeatedly saving is the way forward

Ed, Edd + Eddy™

NEW EPISODES

CARTOON NETWORK

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COST: **£39.99**
OUT: **NOW**
PLAYERS: **1-2**
DEVELOPER: **CRITERION**
PUBLISHER: **ACCLAIM**

Burnout

Leaves a skidmark on the racing game genre

If you still think Gran Turismo 3 is the be-all and end-all of racing games, you may wish to turn away now as we will be talking about something that will be new to GT3 fans. Fun, carnage, outrageous driving antics and huge pile-ups that you really *want* to be a part of. Just the kind of things that would drive GT3 die-hards to bang their heads against their accurately rendered airbags in disgust.

PUTS THE CAR IN CARNAGE

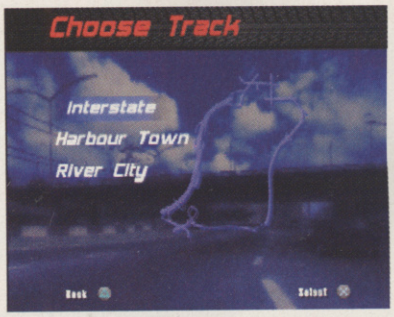
Burnout is not trying to rival GT3 or any of those super-realistic F1 games. It could worry about perfect gear ratios or spot-on racing lines, but it doesn't. Instead, with a passing nod to racing games of old like Need For Speed, it gives you the chance to handbrake round corners and race the wrong way down the road, scattering the oncoming traffic. Then when all else fails and you have to wipe out, you can forget those quiet little crunches into walls that leave your car undamaged: you're going to wipe out in style. And the more stylish your wipe-out, the better rewarded you get.

An empty burn gauge is not good – fill it!

With so much emphasis on exciting racing action, there'll be moments that will have you swaying in your chair, wincing and then laughing as the carnage mounts up. You'll panic as you try to squeeze between two trucks to gain extra boost points, only to see one indicate to turn into you. You'll sway in your seat when your boost gauge fills and you hit the turbo button as the screen blurs and it becomes a case of *when* you lose control, not *if*.

DEMON DRIVER

Whether you're creating bedlam in the championship or going head to head in the two-player, you don't have to worry about little things like racing nicely. If you get the chance to gently nudge an opponent into an oncoming truck, take it, 'cos you can bet your exhaust pipe that they'll do it to you. Our favourite dirty trick is to hit a patch of dirt just as the chasing pack gets close so that they can't see, then laugh when they wipe out as a truck ploughs into them. Little touches like this are what makes this game so much fun.



You get to unlock more as you go along

Any game that makes a point of letting you view a replay of your crashes is never meant to be taken as a serious sim, and it won't take too many handbrake turns around hairpin bends before you wonder why you ever bothered spending hours on learning how to drive on the sim games. It comes close to being a Now That's What I Call Music of racing games, taking all the best bits of other titles and combining them onto one disc. How do you take your racing games sir, one lump of fun or two?

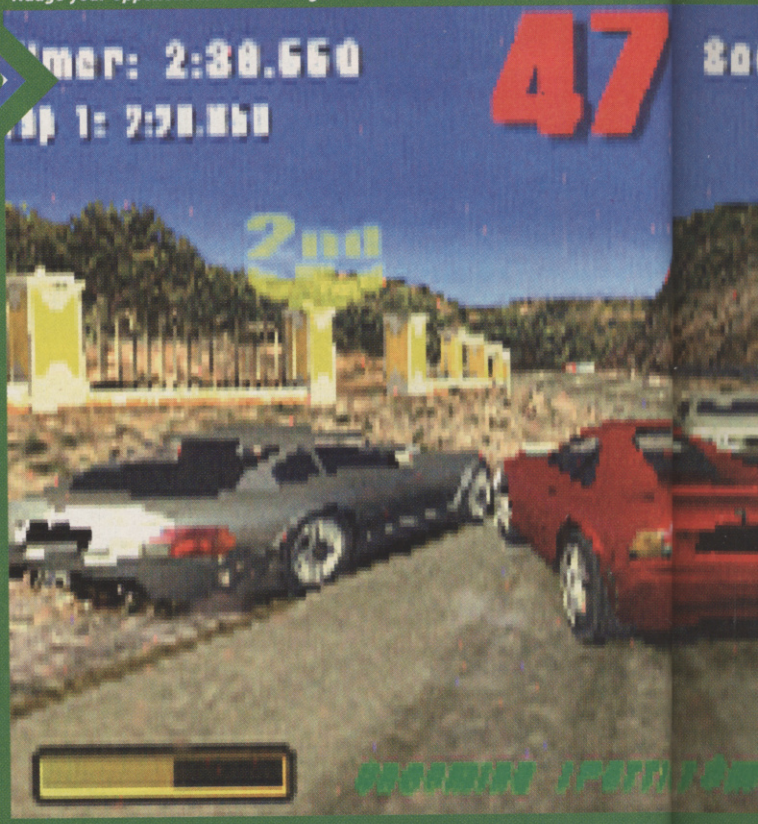
CVG FACT

Need for Speed on 3DO was a big influence. The crashing was more fun than the racing, but it wasn't intentional back then!

Major

Dangerous driving and near misses build up that yellow gauge. Leave two wheels over the central line for sneaky dangerous driving points

Nudge your opponent into the railings or another car for extra boost power



FROM BURNOUT TO WIPE-OUT

Near misses, driving against the traffic and drifting for as long as possible in tight corners and hairpin bends raises your boost gauge. When it's full, hit R1 for turbo and prepare for some carnage. It's so fast you can almost feel yourself being pushed back into your sofa.

If you thought driving against the traffic was mad in Normal mode, just try it when you are tearing down the road at what feels like light speed.

Insane, but damn good fun and handy for nicking first place when you are coming close to the finish line in a race.

Replays show the damage in painful detail

pile-up ahoy!

CVG RECKONS

An injection of fun into a fast-fading genre. Far from a serious sim, this is about crazy driving in landscapes that rival any other racer. The fun steps up a gear in Burnout. Les

8

If you like this try these...
Gran Turismo 3 (PS2), MSR (DC)

Squeeze through that gap and hope the bus moves

Then hit boost and watch as the screen blurs

Time Crisis 2

Pops a cap in the ass of all other lightgun blasters

COST: **£39.99**
OUT: **NOVEMBER 2**
PLAYERS: **1-2**
DEVELOPER: **NAMCO**
PUBLISHER: **SONY**

Picture you, Kelly Brook, Jordan and Pammy in a hot tub. Now dream on. You're more likely to win the National Lottery five times on the trot. How about the next best thing instead – you, a copy of Time Crisis 2 and a pair of beautiful blue G-Con 2s?

Careful though, because splashing out on two of the new G-Cons will mean your wallet will end up like Phil Mitchell's head – battered and empty. Damn lucky then that TC2 works with the old G-Con 45, which only costs about eight squids second-hand. Get in!

You forget to pay one bill and they send out the heavy mob

NO TIME TO BREATHE

Firing off hot lead in the comfort of your own home has never felt as good as in Time Crisis 2. Dive headfirst into the Arcade Story mode, and you'll find it's the closest you can come in a videogame to feeling like a full-on Hollywood action hero.

You and your partner jump out from behind your shiny red sports car and storm into a forest with all guns blazing. Taking out a few hundred bad guys, dodging falling trees and blowing up a battle tank, you then tear through a warehouse. Clambering aboard a moving train, you shoot some more goons then fight a giant beefcake who beats you about the head with a cruise missile and peppers you with machine-gun fire from a helicopter. Phew, and that's just six minutes in!

The feeling of non-stop action throughout TC2 rocks, and by the end of every session you're left pumped up, breathless and nursing a throbbing trigger finger.

Click, click, bang! bang!

Pop up to blast them. Careful with the paintwork

ALL NIGHT SHOOT-OUT

As with all lightgun titles, gameplay becomes unavoidably repetitive after a while in TC2. But to deal with this problem the game at least tries to spice up the proceedings with a unique single-player Double Gun mode, and some top two-player co-operative action.

And sure enough, the multiplayer will hook you in for many extra hours of play, whether you've got the luxury of iLink or not. Romping through the levels, covering your mate's behind while trying not to shoot him in the face is pure class.

However, as most of us aim like drunk monkeys with our non-shooting hand, the Double Gun option is more for the effect of making you feel like a car-jacking gangster than anything else. The actual gameplay is only altered by the fact that you have twice as many bullets and a pistol in each hand. Fun, but little more than a novelty.

But what'll really keep you up at nights and crawling back for more are the wickedly difficult mini-game Crisis Missions. Having to plough right through a wall of tanks and oncoming rocket fire within a stupidly tight time limit – in the knowledge that a single hit will take you out of the picture – is one of the easier challenges you face.

You'll need Olympic aiming skills and you'll have to hammer the trigger like you're playing Track & Field to complete some of the scenarios that crop up in this full-on arcade blaster. But the sheer intensity and addiction factor of these mini tasks will turn you into a happily gibbering gun-junkie.

2

Cover your buddy's ass good now

Split-screen action is awesome, if a bit hard to see

Aim for the gas truck and pull the trigger – boom!

HOT SHOT, PART DEUX

PS2 owners should feel very smug, as TC2 is exclusive to the beautiful black box. The Story mode with its limited credits is admittedly short, but to get to the end you'll have to be a seriously good shot. And with loads of extra features, stunning animations, blinding visuals and cool scenarios, this is a quality arcade-style actioner and a worthy follow-up to the classic PSone game. The only catch is that you need one – preferably two – lightguns to get the most out of it.

So if you don't mind getting blisters on your pinkies and cramp in your shoulders, try TC2 and be wowed by the best console gun game ever.

CVG FACT

There's a problem with the old G-Con 45s: when holding two you need alien thumbs to reach the side buttons to duck and reload.

CVG RECKONS

Gun games may not appeal to everyone, but the sheer hardcore gun-fighting brilliance and awesomely animated scenarios make TC2 king of the hill. **Mike**

8

If you like this try these...
House of the Dead 2 (DC), Time Crisis (PSone)

Just when you think you've got rid of all the bad guys, another troop pops up

You'll get thrown about the screen, making it even harder to hit the targets

None of the bad guys are afraid to get up close and personal

Don't hit your partner

TOTAL RECOIL

TC2's firefights are packed with so much blistering action that your eyes may well swell up like tennis balls and bust out of your head. The screen is constantly alive with aggressive and inventive attackers, including flying ninjas, barrel-tossing blue dudes, rocket-launching redneck commandos and abseiling sharp-shooters. You'll hardly see a single static moment in the entire game.

In true arcade style, every level ends with a good old-fashioned boss confrontation. Bok!

Trigger your players to make a run, then fluff it

Build up moves in the midfield, then attack

FIFA Football 2002? As opposed to FIFA golf...

FIFA Football 2002

FIFA may be pretty popular, but it's still not perfect

COST: **£49.99**
OUT: **NOVEMBER 9**
PLAYERS: **1-8**
DEVELOPER: **EA**
PUBLISHER: **EA**

The crowd animations and flare effects are sweet

Weave your way through the defence and let rip

Sparks are bound to start flying when gaming's two biggest footie franchises go head to head. It's an age-old battle that's constantly seen FIFA come up trumps in the sales charts, but repeatedly fall second place to the mighty gameplay of ISS.

But this latest FIFA update has made serious efforts to make the game feel more in-depth, flexible and exciting. The new features that have been thrown into FIFA 2002 are indeed great ideas and show a positive and innovative move on the part of Electronic Arts, but with drastic changes in gameplay there are bound to be some teething problems. And with a £50 price tag, we'd like this footie game to have a glistening white set of gnashers and impeccable dental hygiene.

ON THE RUN

What stands out like a big red boil on Beckham's nose as soon as you start kicking the ball around are the new dotted lines appearing all over the place when either player is on the attack. There's no need to adjust your telly though, because these lines mark the direction of players who are making runs off the ball. And what's cool is that you can select which player you want to dart forward by scrolling through them using the L1 button. Great idea, and it looks easy enough, but successfully connecting a pass to their feet as they plough into the box is like trying to thread a cucumber through the eye of a needle.

Plus there's a new 'weighted pass' feature, which enables you to measure exactly how hard you twat the ball. All of which makes pulling off great through-balls an art reserved solely for footie experts and those people who are patient enough to practise for many long hours – which, admittedly, FIFA nuts normally do.

WHO THE HELL IS THAT?

As expected, FIFA uses all the official clubs and names, but this is somewhat of a wasted opportunity as none of the players actually look much like their real-life counterparts, which could disappoint many hardcore fans.

Even with the new changes, this still feels and looks very much like a FIFA game – you can still pull together simple and effective passing moves, and smack ridiculous shots at goal, so fans of the series won't be disappointed. But with the awesome Pro Evolution Soccer arriving on the scene only a couple of weeks after FIFA's release, EA's golden boy is going to have some pretty stiff competition.

PULLING OFF TOUGH BALLS

Build up the play and push up into the other team's half. Then set one of your men off on a blistering run

Now try to land the ball in their path. If you do it first time, you're a gaming god

The basic FIFA gameplay is still in place, but there have been a couple of major additions made. You can send players on runs and perfectly weight passes onto their nimble toes. Only problem is, you'll have to be a gaming guru to master this art within the first few hours of play.

CVG RECKONS

New tricks and turns mark a new direction for FIFA's gameplay. But at ten quid more than PES, we want a near-flawless footie game... which this isn't. **Mike**

7

If you like this try these...
Pro Evolution Soccer (PS2)

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X-Men: Mutant Academy 2

COST: **£34.99**
OUT: **NOW**
PLAYERS: **1-2**
DEVELOPER: **PARADOX**
PUBLISHER: **ACTIVISION**

Cover your body in talcum powder, squeeze into your favourite lycra jumpsuit and prepare to get physical, because the X-Men are back on PSone.

Six new mutants and arenas aren't really enough, but for a dose of simple and reasonably fluid superhero punch-up action, X-Men: Mutant Academy 2 is actually quite good. Not nearly in the Tekken or Street Fighter league, but worth a look if you've exhausted all your other fighting games.

6

Halfway decent, but not special

This'll keep you going until Twisted Metal

Motor Mayhem

COST: **£39.99**
OUT: **NOW**
PLAYERS: **1-2**
DEVELOPER: **BEYOND GAMES**
PUBLISHER: **INFOGRAMES**

Now that Sony isn't releasing Twisted Metal Black for a while, Motor Mayhem might just escape being lost in its mighty shadow.

Vintage carnage is on offer as you take to one of many different vehicles, slugging it out in deathmatches or endurance fights with a bunch of other guys. The locations aren't quite as gritty and atmospheric as Sony's game and the action doesn't have that edge-of-your-seat touch, but it's well worth a look for fans of the series who can't wait for Twisted Metal Black.

7

ESPN X Games Skateboarding

COST: **£39.99**
OUT: **NOVEMBER 1**
PLAYERS: **1-2**
DEVELOPER: **KONAMI**
PUBLISHER: **KONAMI**

Looks aren't everything. Tony still rules

As the third Pro Skater game looms for PS2, Konami unleashes its debut skateboarding title as a pre-emptive strike. But it's more of a party popper in the ear of General Hawk than a daring napalm attack.

ESPN XGS is a mediocre extreme sports effort that isn't a patch on even the original Tony game on PSone. It looks sweeter, but there's no fluidity of movement and nailing tricks is awkward. With objectives that don't even attempt to push the genre forward, this is truly uninspired.

5

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Splashdown

Why wait for WaveRace on GameCube...

COST: **£39.99**
OUT: **NOVEMBER**
PLAYERS: **1-2**
DEVELOPER: **RAINBOW STUDIOS**
PUBLISHER: **INFOGRAMES**

Nintendo loves harping on about how you can only play certain games on a Nintendo machine – games like WaveRace. Not any more, as Splashdown has stuffed WR's head down the dunnie and is poised to pull the flush any second.

With the most visually stunning water effect seen in any game anywhere, Splashdown gets off to an impressive start. The water itself varies in colour and physics on most of the courses – from the clean-looking waters of Nice to the murky blackness that is Loch Ness. Course layout screams for you to experiment. Sweeping curves, long straights and tight bends are perfect for showing off how well you've mastered the initially awkward controls, while big ramps mean impressive tricks.

Modes on offer in Splashdown include arcadey Championship racing, Career where you open up the game's secrets, or Free mode for driving anywhere and trying out manoeuvres at your own pace. Perseverance is well worthwhile, especially for embarrassing a mate in split-screen.

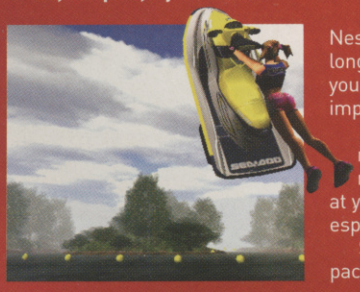
Splashdown dumps in the water and leaves the chasing pack to ride over its log. Nice.

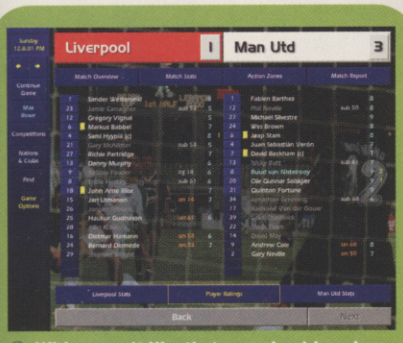
8

There you go, see, some water sport action is clearly the way forward

Um, you need to be in the water

No, not quite, try the water!





With a result like that, you should apply for Fergie's job at the end of the season

Championship Manager: 01/02

COST: **£29.99**
OUT: **NOW**
PLAYERS: **1**
DEVELOPER: **SPORTS INTERACTIVE**
PUBLISHER: **EIDOS**

You won't get much closer than this to the real thing unless you're up for Alex Ferguson's job next season.

With in-depth stats on more than 100,000 players in 26 leagues, it's fortunate you can cull it so it only gives you the information you really need to run your squad.

This update features an improved media interaction section, the chance to argue with the directors about money, and loads more. Out of all the footie management games, Champ Man reigns supreme, and this latest version is no different.

9

Red Alert 2: Yuri's Revenge

COST: **£19.99**
OUT: **NOW**
PLAYERS: **1-8**
DEVELOPER: **WESTWOOD**
PUBLISHER: **EA**

Not the first time dinosaurs have featured in C&C but they're worth a couple of laughs

Two things are certain in life: death, and the inevitable add-on for Westwood C&C strategy games. This follows the usual Red Alert time-twisting plot, plus new missions, units and buildings offering fresh strategic options.

Right from the first levels you're fighting for survival, and the best defence is offence. Given the game name, you want to start out as Yuri but you can't in solo, and the fact you need the original are both bummers. Predictable yet solid, C&C nuts will lap it up.

7

Director Of Football

COST: **£19.99**
OUT: **NOW**
PLAYERS: **1-10**
DEVELOPER: **HEART LINE**
PUBLISHER: **EMPIRE**

It's not April 1st already, is it? Surely Empire can't expect us to take this waste of a CD seriously?

With confusing layouts, laughable 'action' graphics and a system where you seem to stumble from one ugly set of stats and screens to another, it proves one thing for sure: you get what you pay for.

It's not a tough decision: Champ Man's slightly more expensive but on-the-ball management experience, or this tacky effort which is destined for bargain bins everywhere. Hmmm...

2

We just suffered a flashback to the 80s era of footie manager games – ouch!

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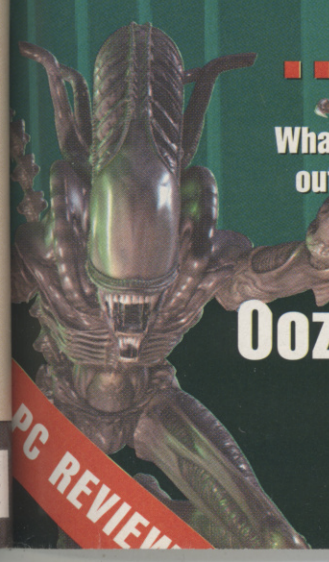
P111

Next Month In computer and video GAMES

...MOVES IN FOR THE KILL

What's Microsoft got up its sleeve to blow European gamers clean out of their minds? All will be revealed in next month's CVG, on sale Thursday 22nd November



Ooze-dripping, alien arse-kicking double whammy! Alien vs Predator 2 and Half-Life

PC REVIEW

PS2 REVIEW

HANDHELD

CVG'S INDISPENSABLE GUIDE TO THE BEST WAYS TO KEEP YOU HA

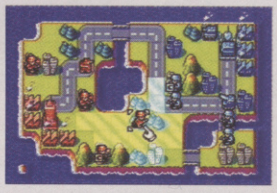
ADVANCE WARS

COST: **£34.99**
PLAYERS: **1-4**
OUT: **NOW**
DEVELOPER: **NINTENDO**
PUBLISHER: **NINTENDO**

Only Nintendo could do a war game and make it a) look cute, and b) one of the finest GBA games available yet. You're a rookie Commanding Officer in charge of enough mobile firepower to take out a small country or two, and that's exactly what you have to do to save your own homeland from invading forces. Advance Wars is turn-based strategy heaven and is every bit as essential for your GBA as Mario Kart.

Execute your commands then watch your troops fight it out! Cool!

The pointy finger selects units



Moving units strategically is key

SIR, YES SIR!

Nintendo knows you've probably had no interest in strategy games so far in life, and has done everything possible to craftily tempt you into wanting to play the game. It's impeccably presented for one thing, and there's a cracking story with strong characters to keep you hooked. By the time you've got through the ten mandatory – and very lengthy! – training missions you'll be the ultimate CO, versed in the ways of combat and ready to wage war across land, sea and air.

Like any strategy game, from chess to Pokemon Stadium, your different units – in this case submarines, infantry squads, planes and such – all have different strengths and weaknesses. You have to figure out the best way to use these attributes to either take out all of the opposing force's units, or by capturing their HQ. Only then will you feel victory licking at your lobes.

Sea battles are tough, so you'd better watch out for enemy subs

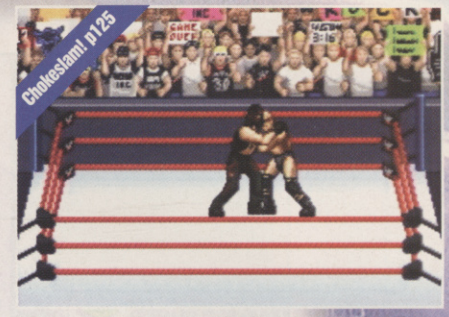
THE PERFECT WAR

The fun comes from the careful plotting of attacks, which are brilliantly animated, and from the sheer amount of depth of play. There are dozens of different unit types, more than 100 maps and a whole host of multiplayer games to play. You can even design and trade your own arenas with mates. Advance Wars is challenging, addictive and highly original. It's also an outstanding example of what can be achieved on GBA with a little thought and effort. Absolutely blinding.

LDS

OUR HANDS BUSY

Denki Blocks was 'Game of the Show' at this year's ECTS. See what we think in our review



GBA gets its first wrestle-fest, but can it offer the kind of gameplay as SmackDown?

ESPN X GAMES SKATEBOARDING

COST: **£34.99**
PLAYERS: **1**
OUT: **NOW**
DEVELOPER: **HONOLULU STUDIO**
PUBLISHER: **KONAMI**

Back To The Future made skateboarding cool way back in the '80s, and the Tony Hawk's games are solely responsible for the urban sport becoming super-chic over the past few years. And, as you'd expect, some folk are trying to cash in on this recent phenomenon. However, the T-man must be making it all look just a little too easy, because ESPN X Games doesn't even come close to recreating the experience of skateboarding.

Who put glue on the halfpipe?

As extreme as a walk in the park

Looks like a bad 2D platformer

Tricks feel wooden and clumsy

BAILING OUT BIG TIME

Once you've hopped on your board and hit the skate park, you'll initially feel rather confused by the overhead layout and stupid cut-away side-scrolling 2D scenes that constantly break up the action. Then you'll feel completely disgusted and disappointed by the clumsy controls that make pulling off tricks difficult and totally unrewarding. Add to this the fact the courses are tiny and the graphics are painfully weak, and you could say that this truly sucks. Big time. If Tony on GBA is considered the king, then ESPN is the lowly tramp that sits outside the castle walls sipping paint thinner and stinking of wee.

2

FINAL FIGHT ONE

COST: **£34.99**
PLAYERS: **1-3**
OUT: **NOW**
DEVELOPER: **CAPCOM**
PUBLISHER: **UBISOFT**

Even though they're older than time itself, Bruce Lee movies still kick ass. For many retro gamers Final Fight One is just as much of a classic as Enter the Dragon. It was one of the very first scrolling beat 'em ups that had sprites as big as its gameplay and arcade and SNES punters loved it. But unlike Brucie's awesome movies, Final Fight hasn't aged well at all.

Hagar lets off a stinker, but Cody doesn't look too impressed. Phew

Weight 159lb, height 1.59mm

The first boss is a ladies' man

YAWN 'EM UP

As is often the case with retro re-releases, if this didn't have the heritage to back it up, it'd get bundled into a van for a good drubbing. The Final Fight name saves it from this fate, but only for players who remember the original. Less crusty GBAers will find the gameplay repetitive, the limited animations laughable, and get bored with it after the retro appeal of the first few goes wanes. Save your money for the much better Street Fighter II instead.

5

Hole in seven! We're rubbish

Look at the pretty clouds – ooh!

ESPN FINAL ROUND GOLF

COST: **£34.99**
PLAYERS: **1-4**
OUT: **NOW**
DEVELOPER: **KONAMI**
PUBLISHER: **KONAMI**

Golf is probably quite exciting for the professionals who play it for fat cash prizes, but as a videogame it's hardly going to rival Mario Kart in the frantic play stakes, is it? Still, Final Round Golf manages to be a pretty good digital rendition for people who like to hit defenceless little dimpled balls with big sticks.

SWING TO WIN

There are 14 characters with varying skills and five fairly interesting courses to master, along with a four-player link-up mode for championships with your mates. It's pretty user-friendly and one of the most playable golf games in recent memory, but it will only really be of interest to the golf fan.

6

STEVEN GERRARD'S TOTAL SOCCER 2002

Track the ball and get ready

Presentation is pretty swish

COST: **£34.99**
PLAYERS: **1-2**
OUT: **NOW**
DEVELOPER: **EXIENT**
PUBLISHER: **UBISOFT**

It seems all the big premiership players are pimping their names out to promote footie games for a little extra pocket money, but Steven Gerrard need not feel too much like a soccer rent boy because 'his' game is actually quite good.

BANANARAMA

With a top-down view and basic graphics, it's nothing special to look at, but once you start knocking banana-curling shots at goal and stringing together passing moves you'll be hooked. There aren't loads of special tricks, flips and all that palaver, but the action is fast, fluid and addictive, and that's all you want in a handheld footie game.

7

Every puzzle game needs a barmy story

Look at the monkeys and move the blocks

You gotta get the coloured blocks together

DENKI BLOCKS

COST: **£34.99**
PLAYERS: **1-4**
OUT: **NOW**
DEVELOPER: **DENKI**
PUBLISHER: **RAGE**

Smiles abound in Denki land

Two-player joy for girl and boy

Veteran puzzlers ChuChu Rocket!, Mr Driller 2 and Tetris Worlds are all headed for GBA, but no matter how much we love and trust these big names, it's time for more new talent. Kuru Kuru Kururin proved it could be done, Hot Potato had the right idea, and now comes Denki Blocks – Game of the Show at ECTS. But considering the other contenders for this 'high accolade' were mostly crap PC real time strategy games, it's no surprise that Denki Blocks came out victorious.

As you might have guessed from the name, there are blocks involved, and the basic aim on each of the many levels is to stick and slide corresponding coloured blocks together to make certain shapes in as little time and using as few moves as possible. Yes, it all sounds and looks a little bit Sesame Street, but Denki Blocks is actually quite a sophisticated and difficult game – especially once you've conquered the early levels. It may not as original or addictive as Kuru Kuru Kururin, but it's still a clever and tough strategic little puzzler nonetheless.

7

LADY SIA

COST: **£34.99**
PLAYERS: **1**
OUT: **NOW**
DEVELOPER: **RFX INTERACTIVE**
PUBLISHER: **TDK MEDIACTIVE**

In the chilly wastes, our Sia feels the icy breeze around her nips

Sia's got issues. She's been sent out on a mission to free her people from oppression using a big sword and some nifty footwork. She also has the unsettling habit of regularly morphing into a giant beast-woman and running rampage. In the scary female stakes at least, Sia beats Xena and even the hatchet-faced sourness of Anne Robinson.

BLONDE AND VICIOUS

You probably wouldn't want to date Sia, but any right-minded platform game fan will definitely want to spend time playing her game. Spanning 24 massive levels across four lusciously drawn worlds, Sia's hacky-slashy platform-puzzle adventure is one of the finest adventure experiences on GBA. It's not bursting with originality, but what it does it does so well you can't help but fall for the mixture of intense and often brutal swordplay and the simple but enjoyable puzzling. The fantastic enemy characters, incredible boss fights and stunning graphical style seal the deal. A surprisingly good platformer you should definitely check out.

8

BLOCK-OFF

TETRIS BLOCKS VS DENKI BLOCKS

Forget dance-offs, Run DMC, and all that break-dancing nonsense, because block-offs are definitely the way forward. Check these moves...

ROUND 1

The granddaddy of puzzle blocks steps up to the plate with an almighty acrobatic display, spinning frantically and displaying its many forms – T, stick, snake, square, and the impressive L-shape.

ROUND 2

As the Tetris blocks sit back smugly in a tight huddle, the Denki blocks show off their skillz. In a dazzling show of sticky magic, loads of single Denkis join together to form one massive mutha of a block.

ROUND 3

Hundreds of Tetris blocks suddenly fall from the sky, crushing all the Denkis and creating a mile-high block mountain. The Denkis never had a chance against such awesome block-rockin' feats.

AND THE REST...

Also out this month on Game Boy Color

JP3 PARK BUILDER

A busy park will rake in the cash

Build the ultimate Dino theme park – just watch out the attractions don't escape and start munching on the punters. It's tricky to get to grips with at first, with loads of detail, but if you put in the effort you'll love the amount of freedom given to you.

★★★★★★★★★★

LEGO RACERS 2

Lava levels cause carters fiery pain

It's adventure racing with the cup-handed LEGO folk. Complete challenges in Story mode to get further or challenge mates in multiplayer. It's clearly aimed at younger players and the races are too easy, but still moderate fun.

★★★★★★★★★★

LEGO BIONICLE

It's hardly Zelda, but fairly playable

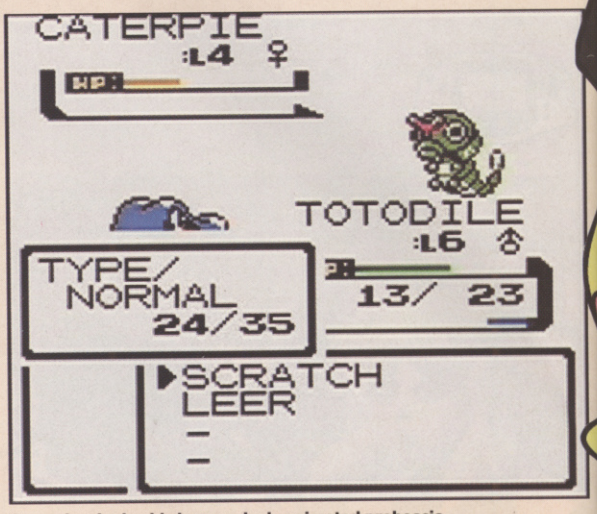
Bionicle's a massive RPG-style adventure that's fairly good fun, albeit in a generic way. There aren't many gameplay surprises and it's a bit goodie-two-shoes in theme. Graphics are nice though, and it at least stays faithful to the Bionicle world.

★★★★★★★★★★

POKEMON CRYSTAL

PLAYERS: **1-2**
OUT: **NOVEMBER 2**
DEVELOPER: **NINTENDO**
PUBLISHER: **NINTENDO**

Games phenomena such as Pokemon are like the trots – they don't happen often but, when they do, the releases just keep on coming. And once you've got the bug, there's stuff-all you can do about it – just try to get on with life until you're cured. So, since there's still no sign that the gaming nation is falling out of love with Pikachu and chums, fans shouldn't be surprised that they're now expected to raid their piggy banks yet again. This time it's for what is basically an expensive upgrade – just a few months after Gold and Silver.



Caterpie wiggles his impressively animated proboscis

"The definitive handheld Pokemon game"

PIKACHU LAUGHS AT YOU

The basic Crystal gameplay is identical to Gold and Silver. The main storyline and principal characters are unchanged, although some of the trainers and incidental characters that you meet on the way are different. Aside from an all-new animated intro, the game begins in familiar fashion but you'll soon start to notice the enhancements as you retrace your first steps into the wilds of Johto.

During battles you'll see that all the enemy Pokemon now herald their arrival with a cool animated taunt, kind of like a Pokemon version of WWF wrestling. It's quite a shock to see Machop twitching his muscles at you or Grimer poking his slimy tongue out.

Other cosmetic tweaks are less immediately obvious but equally impressive. Certain areas of the map have been given a Jynx-sized lick of paint in terms of colour and detail, while your trusty Pokedex features completely new descriptions revealing previously unknown facts about your beloved critters. Meaningless drivel to some, but pure poetry to Pokemaniacs.

Catch the Unown Pokemon and unravel the secret messages in the ruins

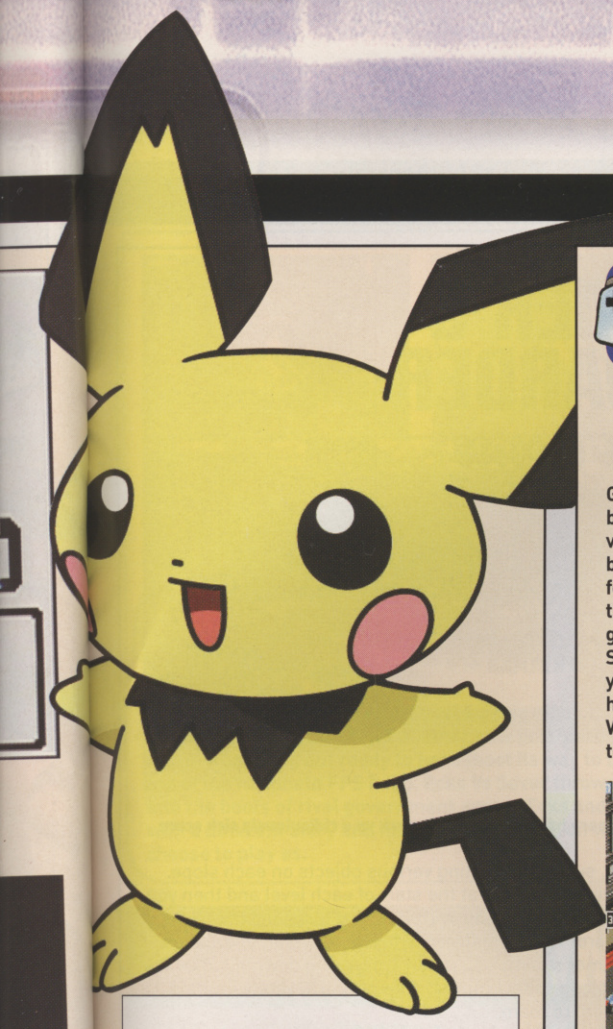
BEACH-FRONT BATTLE

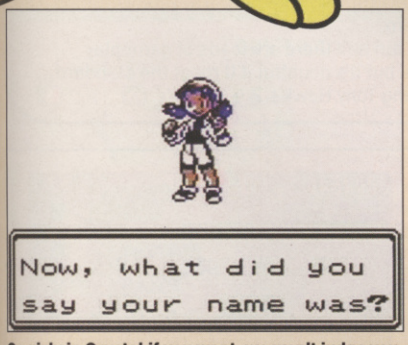
Aside from the new animations and glossy graphical touches, considerable improvements have been made to the mini-games and side-quests in Gold and Silver.

The new addition that most Pokemon fans will be uncontrollably drooling over is the Battle Tower that has miraculously sprung up on the seafront in Olivine City. Well, at least it makes a change from deckchairs, swingboats and candy floss stalls. The Battle Tower acts like a mini version of Pokemon stadium, where you can enter a team of three Pokemon against some of the toughest Poke trainers in the land. The Ruins of Alph have also been expanded to reveal a massive treasure hunt quest which finally solves the mystery of the Unown Pokemon. There's even a roof market on the top of the Goldenrod Department store where you can use binoculars to spy on your neighbours. Cool.

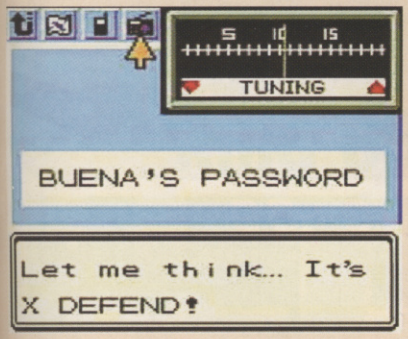
GOTTA BUY 'EM ALL

Is Crystal a rip-off? When compared to Pokemon Yellow, probably not. There are just about enough extras to justify Pokemon fans handing over their cash. Still, it's hard not to bang your head against the wall with frustration at the fact that Gold and Silver were ever released at all in their original incarnation when something so much better was lurking in the wings.





Go girly in Crystal if you want, we won't judge you



The radio shows still give you loads of handy hints

CVG RECKONS

Gold and Silver have been tweaked and buffed to within an inch of their shiny lives to produce the definitive handheld Pokemon game. But is it fair on the fans' pockets? Find out in the review next ish.

PLAYERS: **1-4**
OUT: **NOVEMBER**
DEVELOPER: **CRAWFISH INTERACTIVE**
PUBLISHER: **BAM! ENTERTAINMENT**

DRIVEN

Good old Sylvester Stallone has been recreated in pixels in videogame licences harking right back to the classic '80s cheese-fest Rambo. So it's rather strange then, that in Driven – the licensed game from the forthcoming movie – Sly's digital self looks much younger than he did way back in his Rambo bandana-wearing days. Will the wonders of modern technology never cease?

Like a bolt of lightning, you boost through a gap and sprint for the line

The aerial camera view makes it easy to judge corners, a la Micro Machines

SPEED ADDICTION

Regardless of Sly's digital makeover, Driven looks to be a fairly decent – if not all that original – driving game, offering arcade challenges, multiplayer modes and an exhaustive story game. Graphically, it's not much of a step up from GBC, but the game is fast, fast, fast. So much so in fact, that it could well turn out to be the most exhilarating 'proper' racer on GBA.

Bok! Thwak! Kapow! Hurt the bad guys and make comedy noises for added fun

The GBA hardware gets put through its paces with splendid CG intro scenes

BATMAN VENGEANCE

PLAYERS: **1**
OUT: **NOVEMBER**
DEVELOPER: **UBI SOFT**
PUBLISHER: **UBI SOFT**

Make sure you've packed some kind of dangerous stimulant into your utility belt – it looks like that'll be the only way you'll get a buzz while playing this GBA Batman adventure. Vengeance is part-platformer, part-racing game and part-puzzler but, as is often the way, the various gameplay elements don't seem to gel all that well.

BAD-MAN?

The version we played was pretty early and the developer has worked on it since, but we're still not convinced. The platform game sections felt as generic as anything seen on GBC and the combat horribly repetitive. Visually it's lovely though, so we hope Ubisoft is fixing the problems ready for release. Wait for our review next issue to find out.

SHAUN PALMER'S PRO SNOWBOARDER

PLAYERS: **1-4**
OUT: **NOVEMBER/DECEMBER**
DEVELOPER: **NATSUME**
PUBLISHER: **ACTIVISION**

We're not at all sure about Mr Shaun Palmer. Apparently he's a loud-mouthed, tattooed, arrogant s.o.b with extreme sports attitude (sigh), prone to making daft pointy hand gestures and mugging for the camera like a tit. But, to give him his dues, he's king of his game and has a habit of winning practically every championship he ever enters, across a selection of extreme sports. Luckily, the game recreates his 'board-based sporting efforts and not his sickeningly 'gnarly' persona.

Hit the slippery halfpipe and try to rack up a ridiculously sick score

SO LONG, SLALOM

Like Tony Hawk's on the GBA, Shaun Palmer's Pro Snowboarder mixes 'real-life' tricks and race challenges with objectives, such as collecting various objects on each slope. These goals are laid out at the start of each level and then you take to the chilly wintry air with your feet strapped to an ironing board. The key difference between Shaun and Tony is that in Palmer's game you're always tearing downhill, making it impossible to collect missed objects and severely limiting your freedom to roam.

The game's still fun and there are loads of gameplay modes crammed in, but it's doubtful it'll meet the standard set by the outstanding Tony Hawk's 2.

The cool multiplayer action is something that TH2 lacked

Jump and grind. There are loads of obstacles to use on each track

Seems a shame you can't drive the digger

It doesn't look all that exciting, does it?

Score points and try not to break machinery

MAT HOFFMAN'S PRO BMX

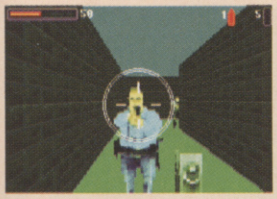
PLAYERS: **1-2**
OUT: **NOVEMBER**
DEVELOPER: **HOTGEN**
PUBLISHER: **ACTIVISION**

Given the choice to go out for a beer with Mat or Shaun, we'd choose Mat if we wanted to avoid getting beaten up/arrested/killed. But when it comes to deciding whose game we'd rather play, Shaun easily wins. There are still some finishing touches to be made to Mat's game, but our minds have been made up.

TONY'S STILL KING

Get beyond the digitised bikers in the title screens and you're presented with an oddly deformed cyclist in jolly arenas, as if somewhere between the character select screen and the start of the game someone went all super-cutesie Japanesie. It also plays just like the GBC version released a few months back and that's not a good sign for this supposedly flagship GBA title.

Another extreme sport, another crazy trick name. Fufanu indeed...



Zoom in ready to snipe and kill

It's a bit blocky, but functional

ECKS VS SEVER

PLAYERS: **1-4**
OUT: **NOVEMBER**
DEVELOPER: **CRAWFISH INTERACTIVE**
PUBLISHER: **BAM! ENTERTAINMENT**

First-person madness! Yep, it's all kicking off on the Game Boy Advance front, with yet another new first-person shooter camping out ready to headshoot its way to the very top of the handheld FPS heap. Ecks Vs Sever throws you into the boots of rival government agents Ecks and Sever, with a different story and missions depending on who you choose to play as.

Big guns and even bigger puzzles await in this potential Doom-beater

ECKS VS SEVER VS DOOM
With the same control interface as Back Track and the forth-coming Doom, strafing is achieved on the shoulder buttons and works fine, though it's frustrating not being able to look up and down. The game's challenging and the story looks promising, but it'll be going up against Doom which has already been hailed as the Daddy by many. Find out which is best next month.

INCOMING!

They're coming for Christmas – expect a full hands-on next issue

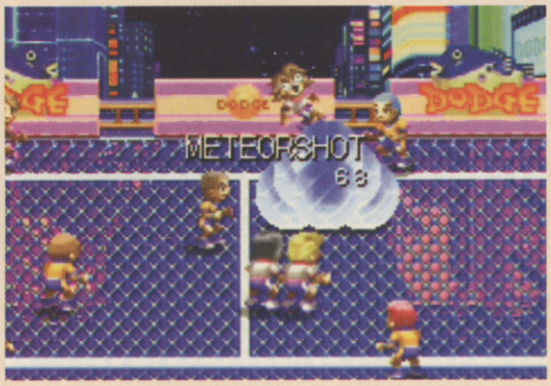
ISS: Konami's renowned football brand is the acknowledged uber-footie game for consolers and now it's looking to become king of the handheld soccer scene as well. It's just like the SNES version and has a full digitised commentary! Get in.

GRADIUS: The classic shooter returns once more in a full GBA update. Expect eight brand-new high-speed scrolling levels, cool special effects and many a mega-boss fight. Visually it's gorgeous, and we'll be happy as long as there's no slow-down.

MOTO GP: The first motorbike racer on GBA should come up with the goods for racing game fans tired of cartoon racers. As long as it has got the pseudo 3D, Mode 7 trickery we reckon it'll be alright. If it hasn't we'll be cutting its brake leads in protest.

SUPER BUST-A-MOVE: Bub and his gaggle of mental buddies make their GBA debut. Looks like it'll offer the traditional puzzling of the first Bust-A-Move games and choosing to ditch the awkward pulley system of later games. You know it'll be good.

SUPER DODGE BALL ADVANCE



There are loads of special moves to blitz your opponents with

PLAYERS: **1-2**
OUT: **NOW**
DEVELOPER: **ATLUS**
PUBLISHER: **UBI SOFT**

Based on the old game where kids chuck a tennis ball at each other – if you're hit, you're out – Super Dodge Ball Advance takes this stupidest of pastimes and turns it into what's shaping up to be a pretty cool videogame.

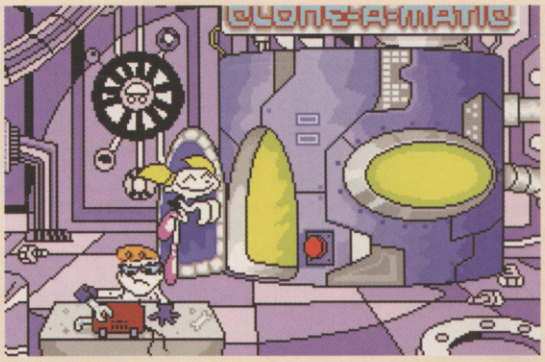
FEEL MY BALL

Each player on every team has their own health bar, and the aim is to take out all the opposing team's players by knocking them all out. There are more than 50 acrobatic super throws and loads of attack methods you can use to wipe out the other team, and of course when you're under attack you can dodge or catch the ball. Duh. It might sound a bit dull, but SDBA offers up strategic and skillful diddy sports action that's offbeat and addictive. Plus it looks good too.

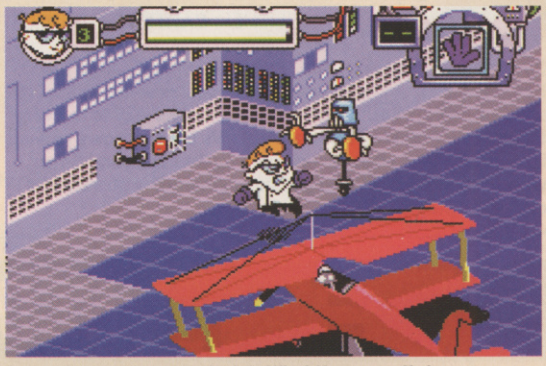
Select the player that you want to whack, then fire the ball at them

Group hug. The characters and graphics are very cute indeed

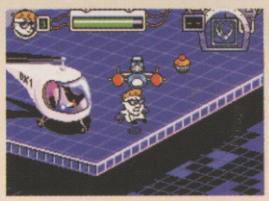
This poor fella takes a hit in the gut and loses a chunk of energy



Dee Dee is a proper buffoon and she's been messing with the lab



Crazy biplanes decorate the lab. Why? No one really knows



Find all the miniature Dee Dees to access new areas in the lab

When slime monsters attack, Dexter gets ready to kick ass

DEXTER'S LABORATORY

PLAYERS: **1**
OUT: **NOVEMBER**
DEVELOPER: **VIRTUACRAFT**
PUBLISHER: **BAM! ENTERTAINMENT**

Forget the lacklustre Ubi Soft Dexter game, this is the choice of the true fan. Dexter on GBA captures everything that makes the cartoon such a hit with kids and clued-in oldies too, from the OTT music to the excellent visual style. Dee Dee's gone and cloned herself and now there are hundreds of mini Dee Dees bombing about the lab and breaking machines.

ATTACK OF THE CLONES

Dexter's got loads of gadgets at his disposal and he has to capture all of the clones by using the special extendo-claw device to first grab them, then ferry them back to the clone machine to restore his sister bit by bit. New areas of the massive lab are unlocked according to how many Dee Dees you've nabbed. It's looking quirky and cool but may turn out to be a touch repetitive.

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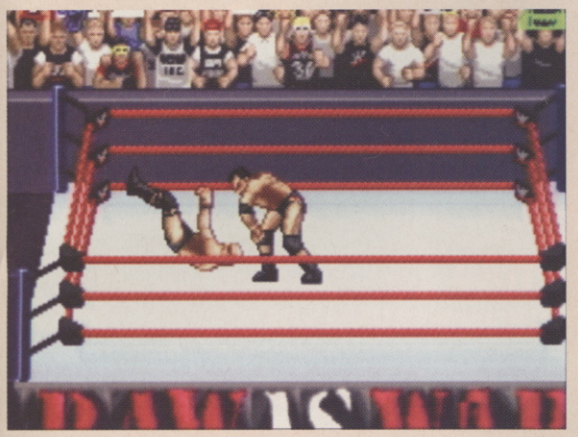
WWF: ROAD TO WRESTLEMANIA

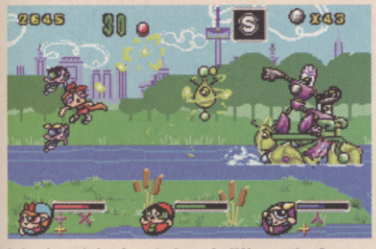


Thwap! Wrestlers in the ring throw shapes, but we're not impressed

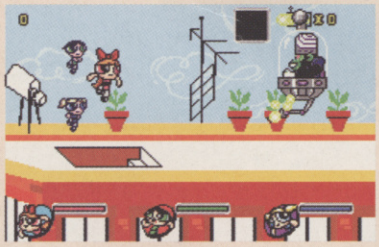
PLAYERS: **1-4**
OUT: **NOVEMBER**
DEVELOPER: **NATSUME**
PUBLISHER: **THQ**

We've got a special CVG Game Boy games testing den, with Formica chairs moulded to our asses and halogen lamps angled over our heads for minimum screen glare. Sometimes we jump about, lost in a world of multiplayer Mario Kart joy. Other times we'll sit cross-legged, stroking our beards as we discuss the state of play of the handheld entertainment scene. This month's topic: why do some games companies spend so much time getting the front end of games to look so tasty when the actual gameplay is a load of old tosh?

WWF OFF!
We've played the debut GBA WWF game and hope the code we received was an early version. Get beyond the flashy entrance sequences and impressive amount of gameplay modes, and you're left with the most average kind of fighting game imaginable. Clunky, unresponsive controls, ropey visuals and the feeling that you're not really in control mar the wrestling experience considerably. We hope it'll be tightened up and tweaked before release, because for £35 you could pick up a copy of the first two SmackDown! games on PSone and have a much better time.



It looks wicked and plays brilliant – joy!



Mojo Jojo needs a good beating – go to it!

Fancy effects? Frantic action? It's all here

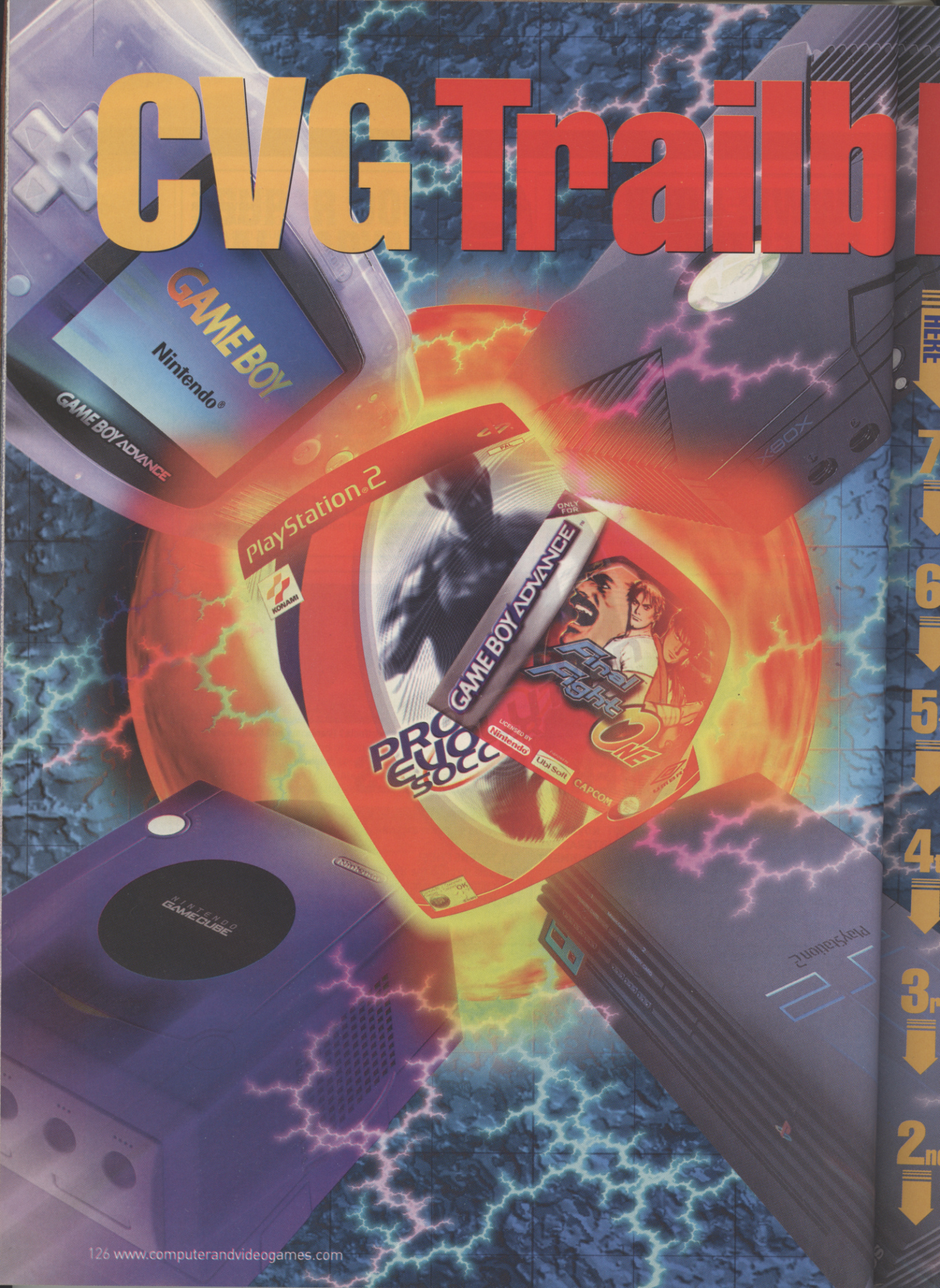
POWERPUFF GIRLS

PLAYERS: **1-3**
OUT: **NOVEMBER**
DEVELOPER: **SENNARI INTERACTIVE**
PUBLISHER: **BAM! ENTERTAINMENT**

Be afraid – you WILL want to play the new Powerpuff Girls game. Don't believe us? Then check the awesome screens and look at the funky graphics and comedy baddies. Still not sure? Well how about the fact the game plays like classic shoot 'em-ups Gradius and R-Type, complete with complex power-up systems and mid and end-of-level boss fights?

FLY, MY PRETTIES!
You cycle through the three flying girls with the L button – each has a different weapon, and baddies and power-ups are colour-coded to each girlie. So if red-dressed Blossom takes out a red demon, she'll score higher points and bigger bonuses than if she busted a green wasp creature. It's cute, but it rocks out loud.

CVG Trailb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lazer! XL

GameCube, Xbox, PS2, GBA, and loads of killer games!

START HERE

It's CVG's 20th birthday this month, and we're the ones giving away all the goodies. There's clearly something a little arse-over-tit about that, but we've always been a mag to break the rules so why stop now? More than 30 games are up for grabs this month, and with a GameCube, Xbox, PS2, and GBA on offer as well, this has to be the biggest and baddest Trailblazer yet. This has never been a competition for videogame lightweights, so get your thinking caps on. Here's how it works: every question you get right means you are entered for the corresponding prize. But get it wrong and you can't be entered for the prizes above it on the Trailblazer. Still, we never said the chance of winning some of the finest prizes ever would be easy.

7th FROM DUSK TILL DAWN

COURTESY OF **CYRO INTERACTIVE/ BUENA VISTA HOME ENTERTAINMENT**

You visit a seedy strip bar expecting red-hot lovelies. A stunning curvy Mexican babe appears on stage, Cool! but then she turns into a hideous vampire. Bah!

Q. Which famous film director plays George Clooney's sidekick in the movie?

A. Tim Burton B. Robert Rodriguez C. Sam Raimi D. Quentin Tarantino

6th SILENT HILL 2

COURTESY OF **KONAMI**

Creepier than Paul from Big Brother, this will make your skin crawl like never before.

Q. What's the name of the big fat nutty guy who pukes up in Silent Hill 2?

A. Eddie B. Gordon C. Hampton D. Fred

5th RED FACTION

COURTESY OF **THQ**

You spot a weird mutant thing and unleash some heavy gunfire in its direction and blow it to hell. Massive weapons, giant explosions, and a rocking story... win it NOW.

Q. What's the name of the character you play in Red Faction?

A. Parker B. Patel C. Pringle D. Peterson

4th TONY HAWK'S PRO SKATER 3

COURTESY OF **ACTIVISION**

Where can you trigger an earthquake and cause millions of pounds worth of damage without the law batting an eyelid? Tony Hawk's Land, of course.

Q. Which of these skaters has not previously appeared in a Tony Hawk's game?

A. Bob Burnquist B. Bam Margera C. Tony Hawk D. Kareem Campbell

3rd MARIO KART SUPER CIRCUIT

COURTESY OF **NINTENDO**

Start your engines! Those iconic Nintendo characters are back in their wee vehicles, and have been shrunk to the size of garden peas to fit snugly into a GBA. Super Circuit is easily the best racer ever to hit the handheld scene.

Q. What happens when you use the mushroom item in Mario Kart Super Circuit?

A. Your head expands B. You get a speed burst C. An alien craft kidnaps you D. You explode

2nd TIME CRISIS 2 AND G-CON 2

COURTESY OF **SONY COMPUTER ENTERTAINMENT**

When other gun games only gave us one gun, you lot said, "I need more firepower!" Mr Time Crisis 2 inventor heard your prayers and let you play with two. Mind, prize winners only get one.

Q. What are the names of the two heroes in Time Crisis 2?

A. Keith Martin & Robert Baxter B. Keith Moon & Robert Plant C. Keith Chegwin & Robert Redford D. Keith Turner & Robert DeNiro

FINISH HERE

NEXT-GEN MELTDOWN

1 OF EACH TO WIN

COURTESY OF **UBI SOFT**

GAMECUBE, XBOX, PS2 & PES, GBA & FINAL FIGHT ONE

We had a little whip round in the CVG office and raised enough cash to buy a brand-spanking new GameCube and Xbox once they're released in the UK. And as for the other awesome prizes, give it up for Konami for giving away a PS2 and a copy of the awesome Pro Evolution Soccer, and Ubi Soft, which has been kind enough to donate a GBA with a copy of the classic punch-fest Final Fight One. The four lucky winners will each walk away with one of these awesome prizes, so come get some.

Q. Where did Nintendo's big man, Shigeru Myamoto, find inspiration for the fantastically unusual and original Pikmin?

A. His garage
B. His fridge
C. His garden
D. His toy box

GO ON- WIN IT

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Terms and conditions: Only entries with all the questions completed and received before **November 22** will be entered into the prize draw. Winners will be notified by post, so don't call, eh? No cash alternatives. Prizes not necessarily as shown. No correspondence will be entered into. The editor's decision is final. And he's extremely good at making decisions. If you need a decision making, he's the guy for the job. All the other usual competition rules, conditions and restrictions apply.

DESIGN DEITY: PHIL CLARK

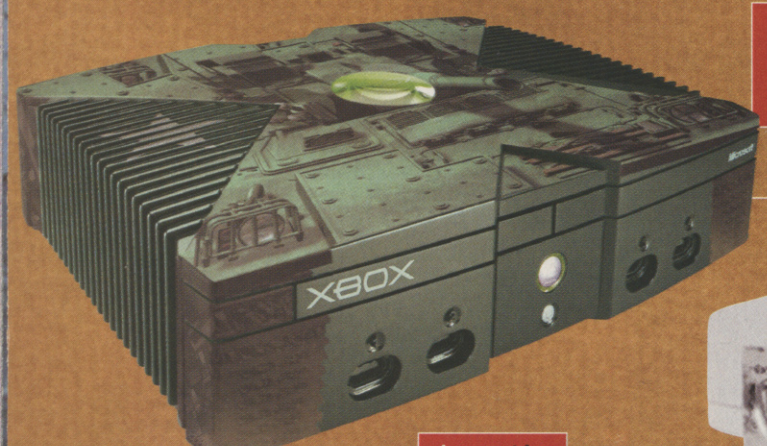
Dead cool

From camo to coffin – how would *you* customise *your* console?

Why do makers of rubbish games bother including unlockable stuff you'll never see because you couldn't be bothered to play that far? Instead, all publishers should give away free air miles for every hour you spend hammering your joypad. Dan would have enough points clocked up to fly to Uranus and back, paid for by the Erotica Island guys.

But, no matter what game you play, one thing never changes – your console. It looks the same today as it did the trillion hours of playtime ago when you first sat down in front of it. And, no matter how fantastically designed it may be, after a while you may catch yourself wishing it looked sicker, different, more YOU. So, in the great tradition of bored gamers trying to avoid being the one who goes out to get the kebabs in, CVG has come up with how we'd like to see the current generation of uber-consoles customised. Check out what everyone thought up with while Jenny was getting the chilli sauce.

Maybe you're sitting there thinking, "I could do better than that". So do it then. Here's your chance to come up with the king of customisation concepts. Just sketch your idea out on the cool postcards free with this issue and mail it to us at the usual address. We'll print the best and ridicule the rest. Maybe the likes of Sony will love your idea and pay you loads of dosh to use it. Unlikely, but a damn sight more likely than getting any cash out of us. The best entries will have to settle for a cool CVG T-shirt instead. CVG Insider returns next month.



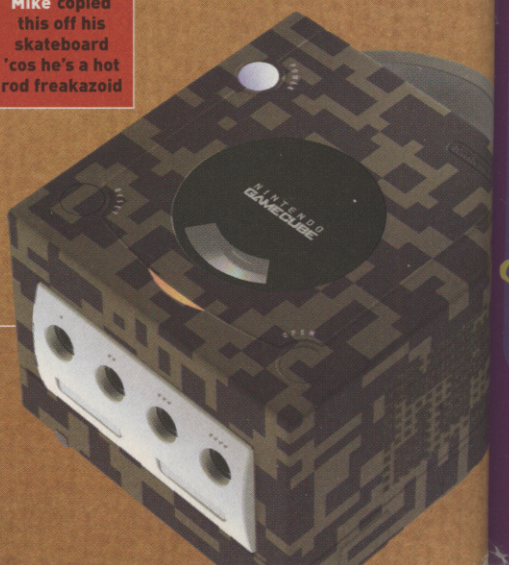
Pete hoped to ride his TankBox into work each morning

Les customised as only Les can: the inevitable CoffinStation 2

Lee went for tiger stripes to match his Y-fronts and scare dogs

Mike copied this off his skateboard 'cos he's a hot rod freakazoid

Dan said his was totally original. Not at all like a Union Jack, then



Alex went for camo to hide the strange stains on the office 'Cube

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Sunny Delight
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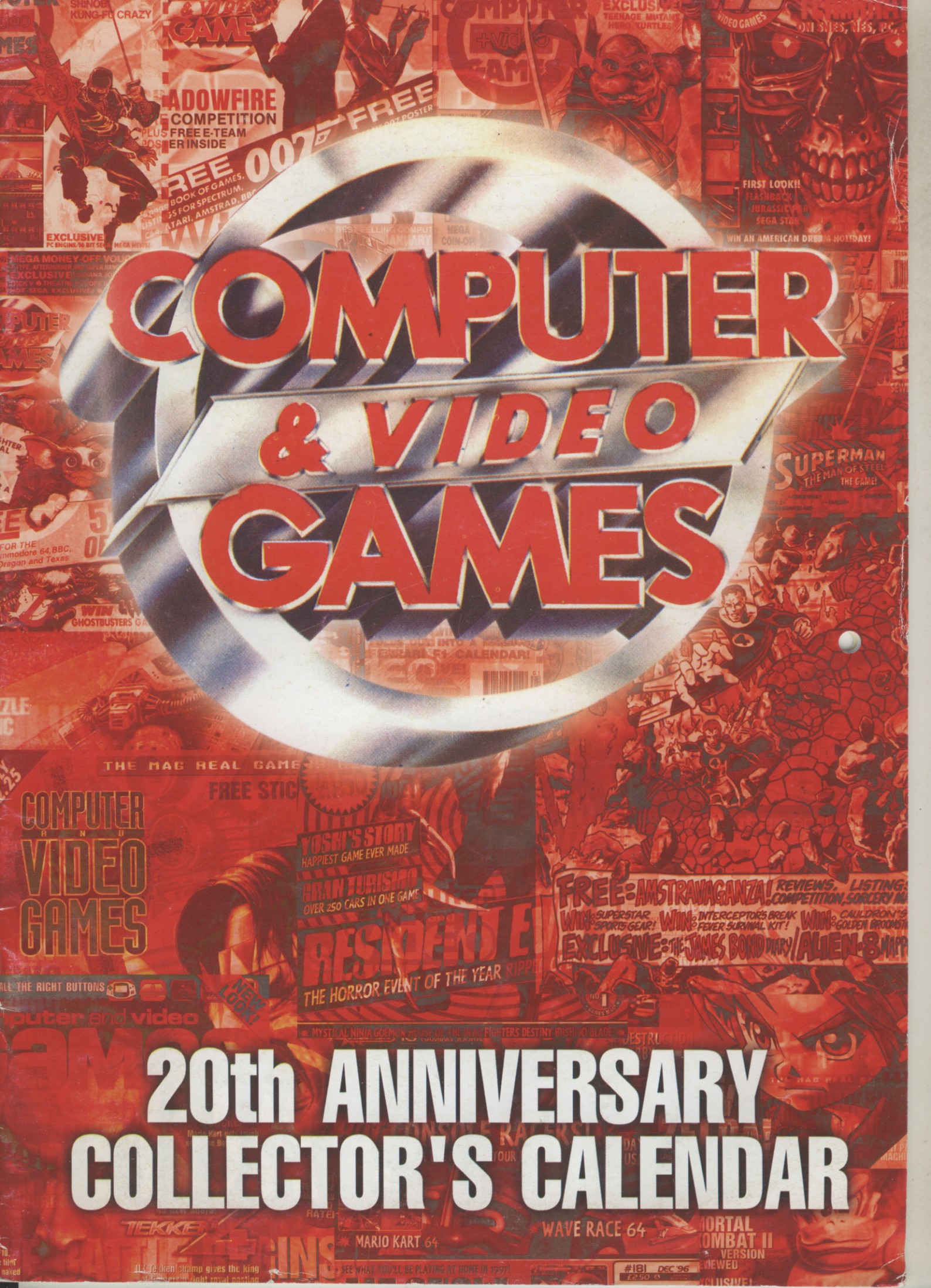
Sunny Delight
Sunny Delight
Makes your mouth go mental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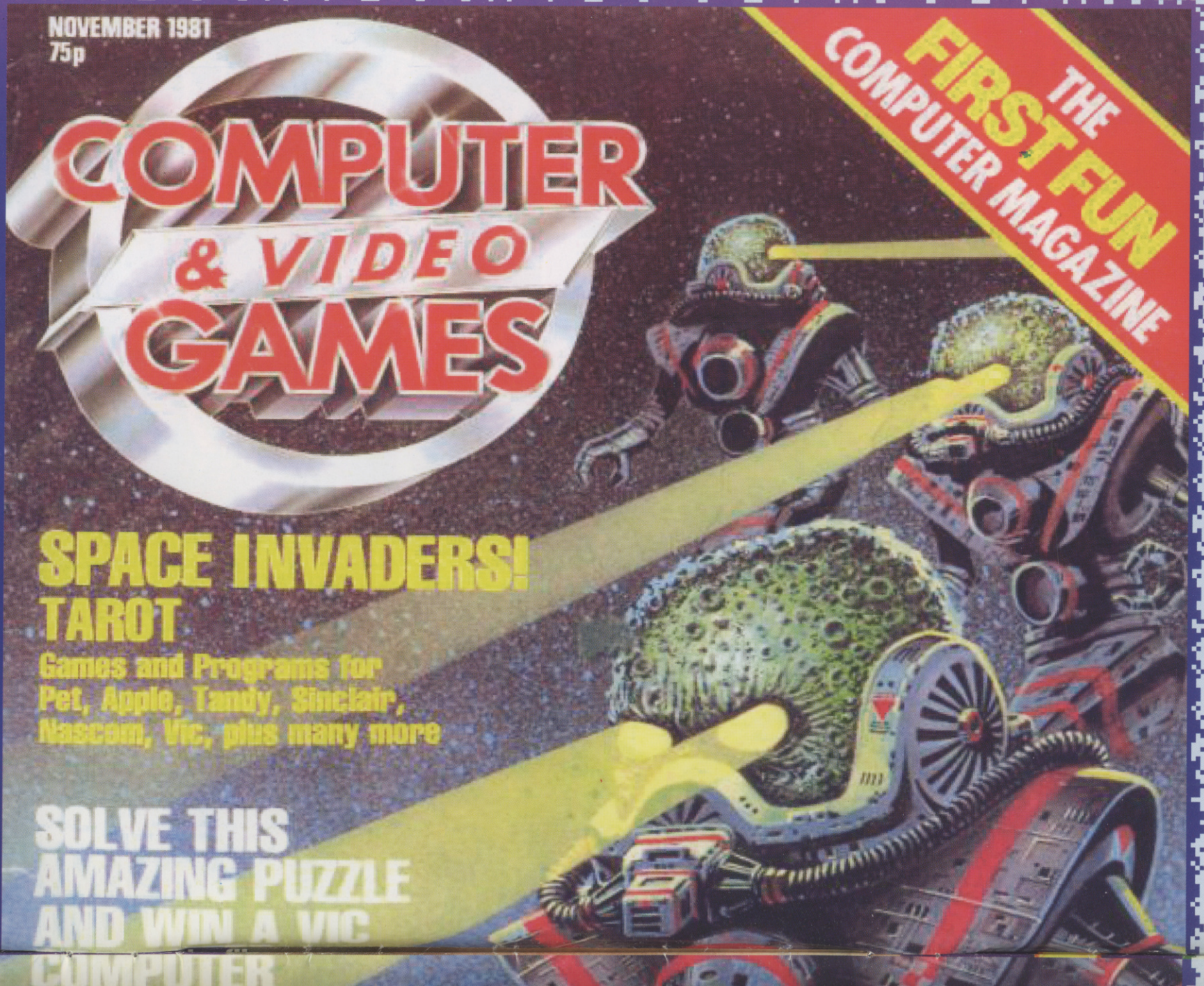
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3. AUG 1989.

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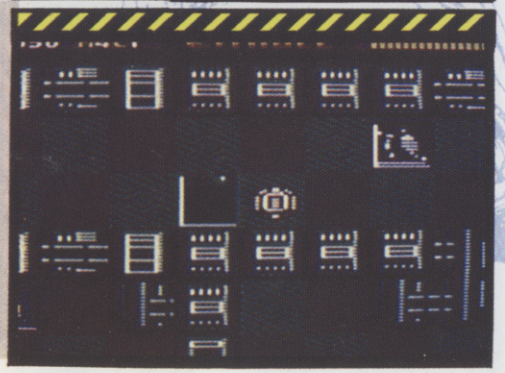

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05. JULY 1990.

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137. APRIL 1993.

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138. MAY 1993.

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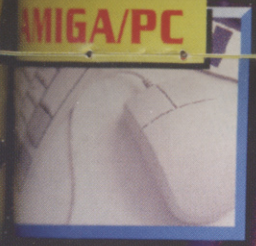

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53. AUG 1994.

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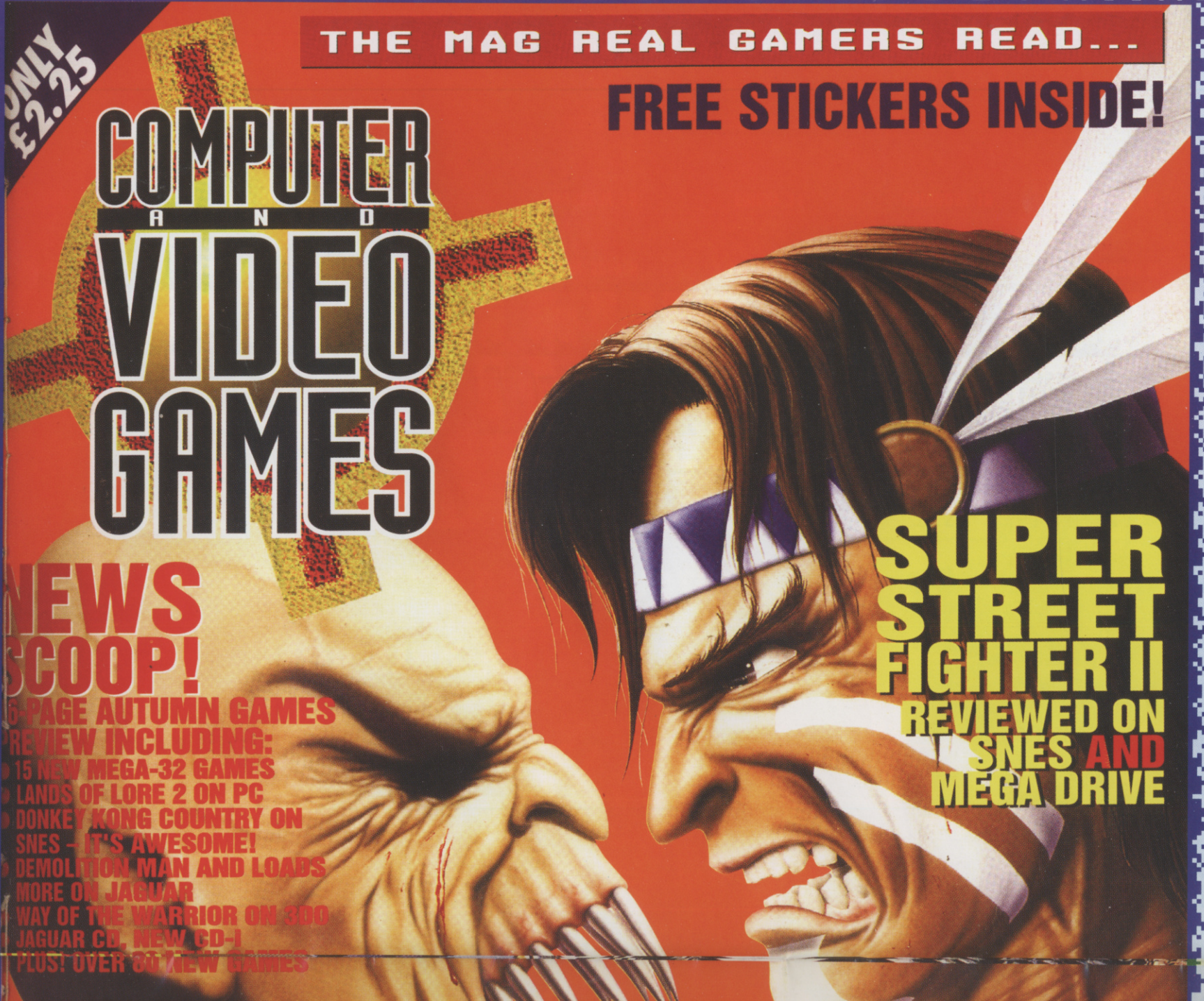

SUPER STREET FIGHTER II

REVIEWED ON SNES AND MEGA DRIVE

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ISSUE 154

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All-formats preview of the next big Disney smash

SCOOP PREVIEWS!

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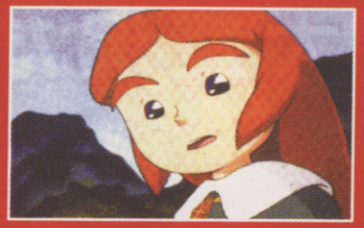

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Kombat killer? Way of the Warrior – bloodfest on 3DO!

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81.DEC 1996.

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96.MAR 1998.

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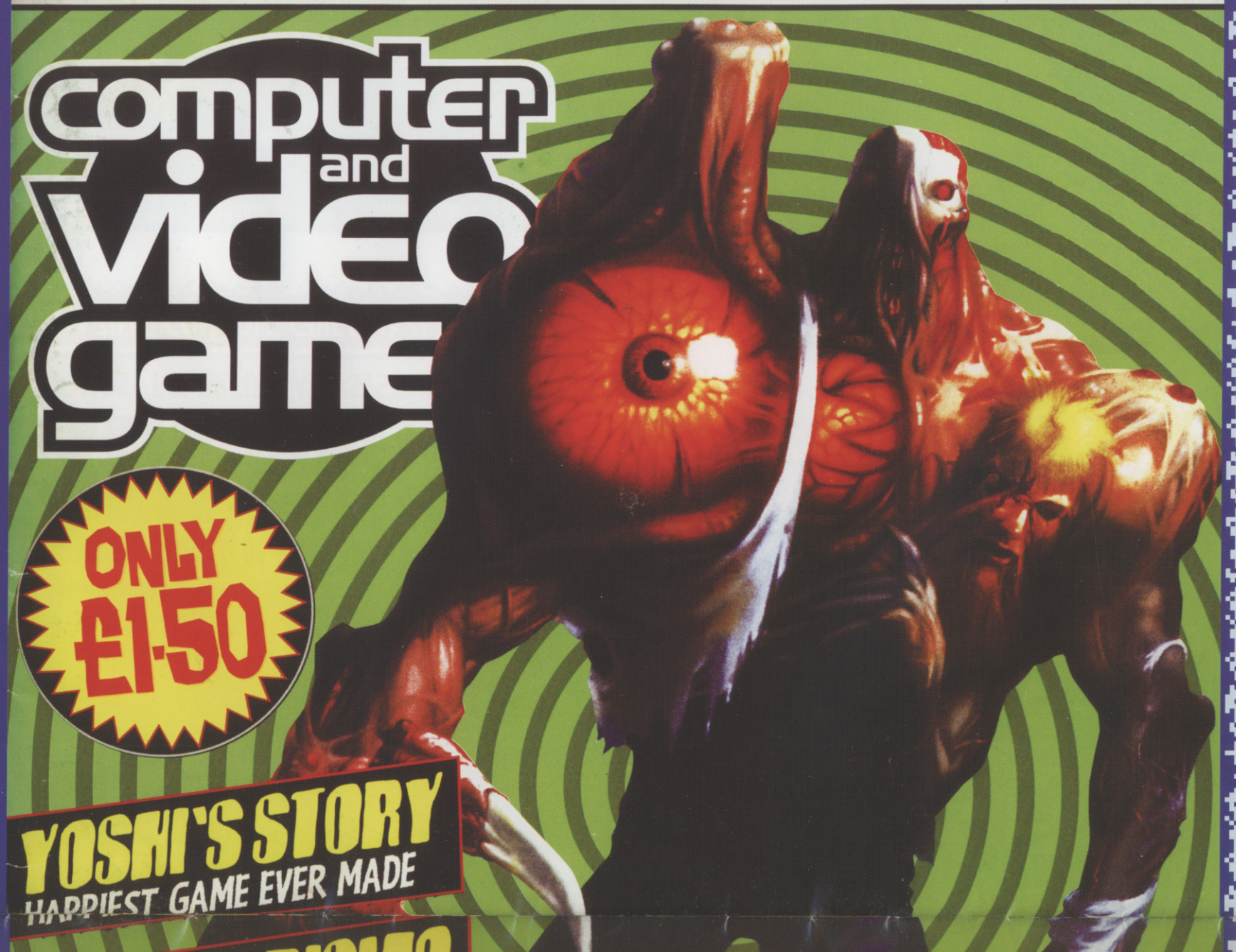

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25. AUG 2000.

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38. SEPT 2001.

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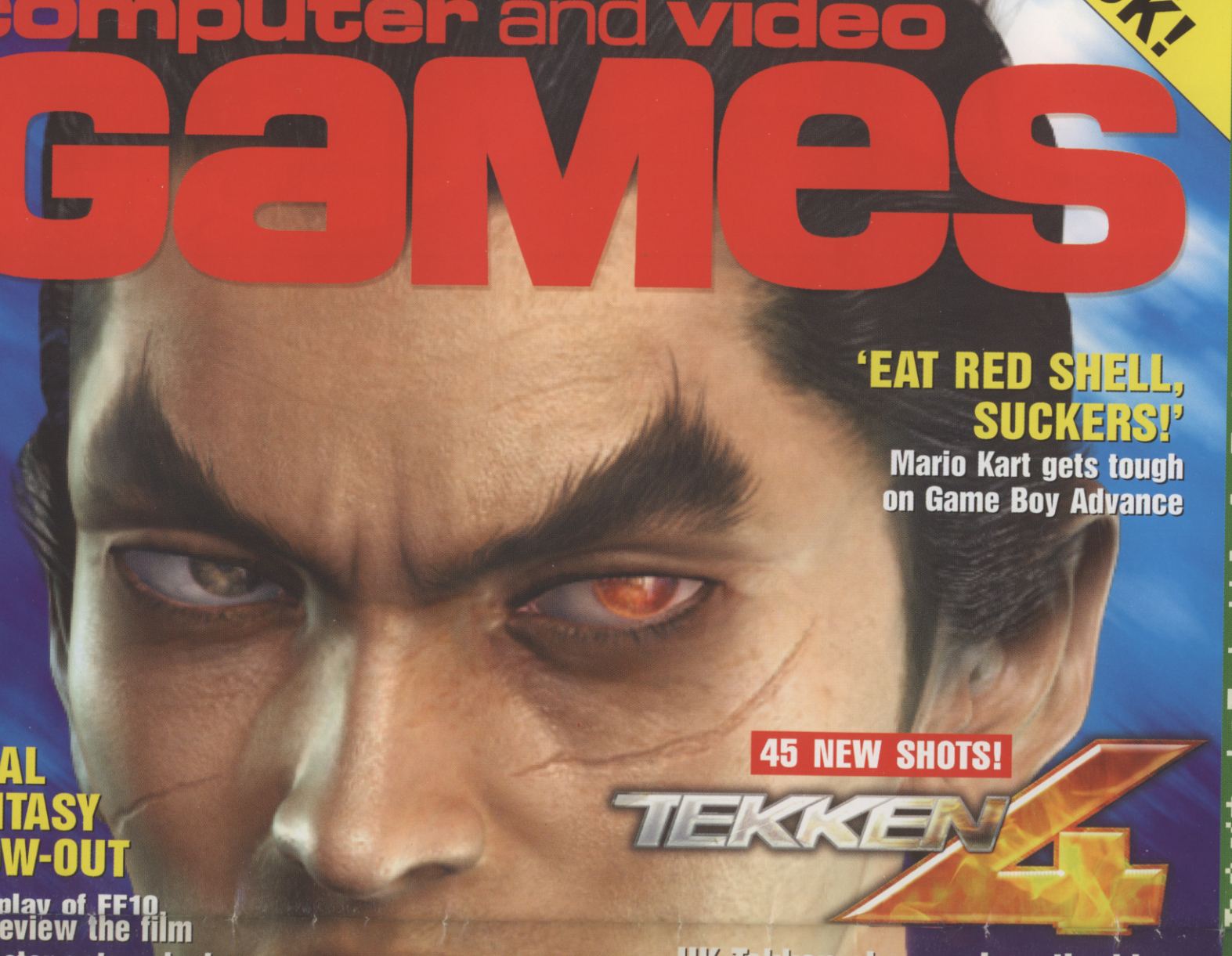

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Mario Kart gets tough on Game Boy Advance

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TEKKEN 4

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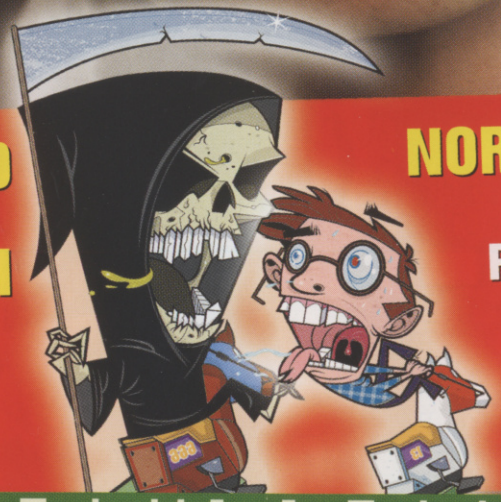
First play of FF10 you review the film

ISSUE 23

First play of FF10, you review the film & its star gets naked

UK Tekken champ gives the king of fighters a right royal pasting



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THE ARCADE GAMES THAT CAN KILL YOU

NORKS AS BIG AS YOUR HEAD!

Pin Lara against a wall with this enormous Tomb Raider poster

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